No. 132

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THE SEARCES

SOLDIERS & STRATEGY MAGAZINE



GENERAL SHERMAN'S MARCH TO THE SEA

THE UNION ARMY PUSHES SOUTHWARD (NOVEMBER - DECEMBER 1864)

An introduction to Sherman's March // Rebel raiding and Yankee pillaging Railways, rivers, and rebels // Strong Confederate resistance on Honey Hill

FEATURES:

A very *boar*-ing hunting expedition

Russian and Tlingit forces square off in
a battle over Sitka

Contrast paints on Napoleonics Let's play *Bolt Action*, 3rd edition





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WARGAMES SOLDERS & STRATEGY MAGAZINE

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Editorial

"We have devoured the land and our animals eat up the wheat and cornfields close. All the people retire before us and desolation is behind. To realize what war is one should follow our tracks."

- William Tecumseh Sherman, 1864

In the course of history, there have been few large-scale raids like that of Sherman's march to the sea. Sherman took his army of over 60,000 men and marched them through Georgia, destroying railheads, setting fire to buildings, and destroying crops. His men lived off the land as they went. It was one of the first modern examples of total war.



The march had a distinct military purpose. Grant's Mississippi campaign had successfully cut the western Confederate states from the East. Sherman's march cut the confederacy in half, again. With their rail infrastructure devastated, it made the movement of supplies and troops between the two halves (quarters?) very difficult and crippled the south's economy. In this issue, we explore some of the gaming possibilities for Sherman's march, which range from skirmish actions to the big battles. There are a lot of scenarios that make a definite change from the standard American Civil War game.

Also in this issue, we look at *Bolt Action version 3*. It seems that World War Two rule sets are like buses: you wait for ages, only for several come out at once! We reviewed *V for Victory* in the last issue, and now we're told that *Chain of Command* will see a new second edition in the near future. I look forward to doing a Let's Play on that!

Our next issue looks at the most basic of wargames tactics, the charge! We will look at famous charges through history and why, despite the odds, they have often worked.

- Guy Bowers

Gy J Bonen editor@wssmagazine.com



MORE ONLINE

You can find larger versions of all the maps in this issue on our website: https://bit.ly/45eHhWv

Now available online:



GRISWOLDVILLE

During this first battle of the campaign, can the Confederacy blunt Sherman's advance before it has started? (https://www.wssmagazine.com/wss132_extra)

And coming in the next issue:



CHAAAAAAAAARGE!

In the next issue, we explore the most basic of tactics: charging madly forward. We'll look at when and why it works (and doesn't work) on the battlefield and on the tabletop.

A look at some of the newest miniatures, terrain pieces, and more from across the wargaming world.



Bifrost Treant

110 mm

Company: Bifrost Miniatures Size: 98mm 'stump to eye' or Era: Fantasy Price: £25.00 for the treant www.warbases.co.uk

"If you go down to the woods today..." The Bifrost range of fantasy miniatures has released several new dungeon denizens, including a troll, an ettin, a yeti, club-armed hill giants, and two owlbears. But the biggest denizen released to date by Bifrost is Shagbark Hornbeam, the Treant. Shagbark is so big,

that he (it?) cannot even fit in a dungeon! For those not familiar with the ents of Tolkien or Dungeons & Dragons, a Treant is a living sentient tree and fully able to move and (according to Tolkien lore) they act as shepherd and guardians for the forests. Woe betide any axe wielding adventurer who does not pay respect and reverence to the wild ways! The casting and detailing are very good, with no mould lines visible. The only thing Shagbark is missing is perhaps some more foliage, which could easily be added. This intimidating creature will be ideal for crush... err warding off intruders who delve too deep into the darkest woods.







Ancient Nubians

Company: Peter Pig Size: 15mm 'foot to eye' or 17mm tall Era: Biblical Ancients Price: £4.50 for eight miniatures www.peterpig.co.uk

Peter Pig has released more ancients for Conquerors and Kings. This time, Nubians will make interesting allies or enemies for the Peter Pig New Kingdom Egyptian range. The Nubian Kushite empire rivalled that of Egypt. There are currently four packs in the new range, consisting of two packs of command, a pack

of bowmen and a pack of spearmen (spears are not provided, but Peter Pig recommends plastic broom bristles). More variants should appear soon. The Nubians are dressed with ostrich feather headdresses and skirts. The command comes with a leader, a standard, and a musician. All the models are well-detailed, as well as nicely sculpted and cast; only a few pour lines need to be cleaned from the base. These could be useful as mercenaries for the Egyptians or as rivals, at one point Kush conquered Egypt and fought Assyria – the Kushites from Assyrian reliefs are dressed similarly to the earlier Nubians. Size-wise, these are middle-sized 15mm and thus compatible with most existing ranges.

Ramshackle barn

Company: Renedra Size: 28mm scale, 130mm L x 80mm W x 160mm H Era: Eighteenth century to modern Price: £19.00 for the barn and £20.00 for the house

www.renedra.co.uk







As Shakin' Stevens once said "Ain't got time to fix the shingles, ain't got time to fix the floor". The ramshackle house and barn are both ruined versions of previous Renedra kits. Both are buildings that have seen better days and are now in a poor state of repair. The kits themselves are very easy to construct; instructions are provided but I instinctively worked out how the pieces fitted together. There is not much variation in the kit; you build the model as seen. The roof sections can be made to be removeable, but they will require additional bracing to keep their shape once off. The finished models are very robust. I have this crazy idea of building their intact versions and running some sort of time travelling game, and replacing them when they travel to the future. These will be ideal for a ghost town or a similarly abandoned or run-down place, ideal for western, pulp, Cthulhu, or modern games.





45 40 25 20 20 10

Matthew Bickley's Vikings

Company: Footsore Miniatures Size: 28mm 'foot to eye' or 31mm tall Era: Early Medieval

Price: £10.00 for four- foot infantry or £7.00 for a mounted

www.footsoreminiatures.co.uk

On the back of its successful Vikings Kickstarter, Footsore Miniatures has released an extensive range of 28mm Viking models, all sculpted by Matthew Bickley. These supplement their existing Viking range with all new and dynamic poses. The range covers Hirdmen (armed with spears, axes, swords, and Dane axes),

Bondi (with spear, sword, and hand axe), bondi bowmen, berserkers, and mounted Anglo-Danish. There are even sixteen shieldmaidens/Valkyries and seven-character figures (Including Ivar the Boneless and Ragnar Lothbrook). These samples were resin casts, but the range will be in metal. All the models are well sculpted and are bursting with character, with long hair and beards galore (the editor approves!). The casting is high quality with no flash. Size-wise, these are in the middle of 28mm, so are good to fit and mix with most existing ranges. This will be a must for any Medieval Viking or Anglo-Danish army, ready to take on the Saxons, the Irish, or plunder as far as Byzantium.

German Peasants' War missile troops

Company: Artizan Designs
Size: 28mm 'foot to eye' or
31mm tall in helmet
Era: Late medieval/early
Renaissance
Price: E6.60 for four models

www.artizandesigns.com

Artizan Designs has released more miniatures for the German Peasants' War of 1524–1525. For those unfamiliar with the period, this war saw a massive uprising of the peasantry against the authorities in Germany; its size would only be rivalled by the French Revolution centuries later. The peas-

ants' army was well organized into companies and used wagons to form defences. The existing three packs have been supplemented by a second pack of pikemen and by two packs of missile-armed peasants, taking the range to six packs. The first missile pack is armed with crossbows (a popular hunting weapon of the time), and the second with handgunners. Each pack contains four unique figures. The models are well sculpted and look the part in tunics, boots, and with a variety of hoods & caps with the odd helmet. Size-wise, these are mid-range 28mm so compatible with most other ranges. This will be a useful addition to late medieval and early Renaissance gamers.

Tollingchester buildings

Company: Sarissa Precision and Grey for Now Games

Size: 28mm scale, 120mm L x 175mm W x 55mm H

Era: Medieval Fantasy

Price: £122.50 for three full-colour buildings

www.sarissa-precision.com







STOP THE PRESSES! Literally, as we were about to close our review for this issue, we had word that Sarissa had shipped their now *Guards of Traitors Toll* terrain, so we just had to squeeze this into our reviews. The terrain from Sarissa CMYK (to mark that it is full colour printed MDF) comes in kit form, but only requires construction and then is ready to place on the tabletop without any more preparation required. While Sarissa has produced some individual

colour printed MDF before, this is the first time they have released an entire range in full colour. The buildings are, of course, very fantasy-looking, but might do for a medieval setting. There are eight buildings so far, with add-on packs for customization, so a shop front or a balcony can be added to the buildings. There are signs and walkways in addition. Although more pricey than 'vanilla' MDF, the fact gamers do not need to paint them will be very attractive.



Frostgrave cultists II

Company: North Star and Osprey Size: 27mm 'foot to eye' or 30mm tall Era: Medieval Fantasy Price: £22.00 for twenty cultists www.northstarfigures.com Never let it be said that the Lich King is not an equal opportunities employer! The Lord of the Undead will take followers of any gender, reanimating their corpses, so they will serve the lich's dark designs in life and death. This box consists of female cultists, compatible with the 'Frostgrave Soldiers II' and 'Frost-

grave Wizards II' box, which gives plenty of conversion possibilities. There are four frames, each with five bodies and twenty different female cultist heads. Cleverly, there are an additional four undead heads and withered arms, should you wish to convert your models to zombies or skeletons – although they look like mummies to me (joke unintended). As with previous sets, there are several weapon options, including spear, maul, axe, sword, bow, and crossbow. Assembly is simple – just stick the head and arms of choice onto a body. All of the models fit together very well, and the mould casting is good. These models would suit any fantasy setting, and even, with a little conversion, pulp-era Cthulhu or grim, dark, future Sci-Fi cultists.



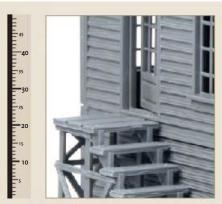
Arquebusiers de Grassin

Company: Flags of War Size: 28mm 'foot to eye' or 31mm tall Era: Eighteenth century Price: £8.00 for four infantry www.flagsofwar.com The War of Austrian Succession raged in Europe between 1740 and 1748, only being eclipsed by the Seven Years War (1756–1763) in the size of the conflict and in savagery. Flags of War now makes miniatures for two of the major powers involved in the War, the French, and the Pragmatic Army (consisting currently

of the English and Dutch). Reviewed here is the latest French release – the Arquebusiers de Grassin. Inspired by the effectiveness of Hungarian irregular troops, Simon Claude Grassin de Glatigny proposed in 1744 that France should raise its own regiments of rifle-armed light infantry for scouting, harassing the enemy's rear and securing flanks against the enemy hussars and pandours. Nine companies were raised in total. The range currently consists of two packs of skirmishing arquebusiers and one command pack (yes, Flags of War do the correct flag!). Each pack contains four infantry in different poses. The casting is good, and the models have excellent detail and posing. The figures are heroic in style and compatible with mid-sized to large 28 mm miniatures.

Two storey plastic saloon

Company: Great Escape Games Size: 28mm Era: Wild West Price: £35.00 for the western building www.greatescapegames.co.uk





After a long day in the saddle, a cowpoke's gonna need to bend an elbow at the watering trough and catch some chuck. What better place than the local Saloon! Great Escape Games has released another two plastic buildings to support their *Dead Man's Hand Redux* range. There is a single-storey barber's shop building (with a V shaped front) and (shown here) the two-storey saloon, complete with saloon doors, and a second storey accessed by an external staircase. The new sets are compatible with the

other buildings, with interchangeable parts in common. The building has optional internal doors, plus a wooden boardwalk, a sign, and hitching posts, and other accessories. The construction is very easy, and the building simply slots together. Just make sure you have your planking angled downwards and your windows the right way round. The finished building is extremely sturdy, rivalling resin and MDF buildings for sheer durability. This is an excellent addition to Western wargaming.



Kold Warriors

Company: Crooked Dice Games
Size: 28 mm 'foot to eye' or
31 mm tall
Era: Twentieth century
Price: £5.00 each
www.crooked-dice.co.uk

At the height of the Cold War, the struggle between East and West was in the balance. Crooked Dice has released three sets of Cold War warriors for their 1980s expansion. There is a set of characters, the Red Stars, which has two female characters (the foreign agent and the secret police officer) and one

large male (the brute, who looks like Ivan Drago). Supporting them are two Kommisars in greatcoats and armed with pistols, and the Kold Warriors, four soldiers in greatcoats wearing Ushanka fur caps and wielding Kalashnikov rifles. Each of the models comes with a 'slotta' base as standard. The Red Stars and the rest of the cast are excellent character models with excellent sculpting and detail. The metal casting is very good, with no mould lines visible. Size-wise, the figures are on the heroic side (the brute particularly, but he is a larger-than-life character). Nevertheless, these should be compatible with most existing ranges. These will be excellent for Cold War Spy Fi or guarding work camps in Siberia.



Ukrainian militia infantry

Company: Empress Miniatures Size: 30mm 'foot to eye' or 34-36mm tall Era: Modern (now) Price: £9.00 for four soldiers www.empressminiatures.com The Russian-Ukrainian War (2014–present) has seen the Ukrainian nation mount a very impressive defence of their territory despite overwhelming odds. So far, Empress has released twelve packs, covering drone pilots (reviewed last issue), five packs of civilian militias (shown here) and regulars,

plus support weapons. Many Ukrainians formed militia groups to fight back against the Russian aggression with any weapons they had to hand. The militia are armed with a mixture of weapons and kit, sporting a mixture of Russian weapons and the odd Western-supplied M4 carbine. They are mostly in civilian gear, although one has body armour and a modern ballistic helmet. The weapons are well detailed; you can even see the detail on the muzzle flash hiders on the AK74s. The posing is good, and the models are well cast with no flash or mould lines visible. The models are all very tall, more 30mms than 28mms, so compatible with the largest ranges. This is a useful, if sobering, set for ultramodern warfare.

Sopwith biplane

Company: Sarissa Precision

Size: 28mm scale, (120mm L x

175mm W x 55mm H)

Era: World War I

Price: £11.00

www.sarissa-precision.com



You could never make a realistic biplane in MD...F... oh wait! Sarissa has done it! Sarissa Precision has released four Biplane kits, the Sopwith (reviewed here), the Nieuport, the Royal Aircraft Factory SE 5, and the Fokker DR1 Triplane. Construction is surprisingly easy – just follow the clear assembly instructions. I must admit, I used superglue rather than the standard wood glue, but I was sure to test fit every piece before I applied it. There is a solid MDF core over a hard cardboard superstructure. While not picture-perfect,

the detail is certainly 'good enough' and I am sure with a little wood filler and some twine could make it look even more realistic. Each of the Biplane and Triplane kits are priced at £11, and Sarissa also does spotting balloons – ideal targets for a dogfight scenario. My only criticism would be that we need more German fighter planes (biplanes) and perhaps other planes (Reconnaissance or bombers), too. This set of kits is ideal for Great War gaming or dogfighting, and they are also affordable. Snoopy would be so proud.

45 40 35 25 20 15



Wars of the Roses civilians

Company: Athena Miniatures
Size: 25mm 'foot to eye' or
31mm tall
Era: Late medieval/early
Renaissance

Price: £5.00 for three thugs, £11 for five farmers or £14.00 for eight courtiers

www.athenaminiatures.co.uk

Athena Miniatures has released more War of the Roses vignettes to add to their comprehensive range of mounted and dismounted knights, billmen, archers and artillery. Their previous vignettes (reviewed in WS&S 114) have included Kings, Queens, a surgeon, drunks, and old soldiers. The latest releases

are a set of courtiers (The Court), some thugs (Give us your purse), and peasant farmers (those who toil the land). The courtiers are far more period-specific than the commoners. The models are all well cast and excellently sculpted, with only a little flash to be cleaned from the base. Size-wise, these are middle-sized 28mm and should be compatible with most existing ranges. These are useful releases for those gamers who like vignettes on their tables or perhaps some reinforcements for a peasant's army. The miniatures themselves are suitable for most of the later medieval period, probably including the early Renaissance, German Peasant's War, or the Italian Wars.



Grand-battle scale samurai

Company: Wargames Atlantic
Size: 10 mm 'foot to eye' or 12
mm tall, Cavalry stand 15mm tall
Era: Sengoku Jidai (sixteenth –
seventeenth Century Japan)
Price: £25.00 for 192 infantry
and 32 cavalry

www.wargamesatlantic.com

The Sengoku Jidai (age of the country at war) was a period of civil war in Japan that lasted from 1454 to 1615. This period saw traditional loyalties challenged, rebellions break out, and rival Samurai clans fight for supremacy. This colourful period has been captured in numerous Samurai films such as

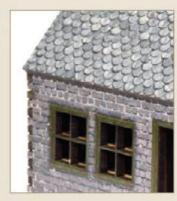
Ran (1985) and the recent Shogun series. Atlantic has released two hard plastic sets, one of Samurai and one of Ashigaru in 10mm, in what Atlantic is calling 'Grand Battle Scale'. The former gives wargamers 192 10mm infantry and 32 cavalry in the box. They are equipped with katana (sword), naginata (pole arm), yari (spear) and yumi (longbow). The models come as singles, and on strips of two, three, or five men, which gives great flexibility in basing. Twelve casualty figures/markers are also included. The Ashigaru set (at £30) has 392 infantry(!). The choice of 10mm is an interesting one, as the scale still allows excellent detail. An fantastic release.

T-shaped village house

Company: Battlefield Accessories
Size: 28mm scale, 165mm W x
170mm L x 110mm H
Era: nineteenth century
to modern

Price: £24.00 for the house

www.battlefieldaccessories.com.au





Battlefield Accessories is an Australian company that makes full-colour printed 'tabletop ready' MDF buildings and accessories for the wargaming table. Simply assemble them and place them on the table. Their current range is impressive, covering 'European' houses (both ruined and intact), Middle Eastern, and Tudor. There is also a Sci-Fi range plus buildings for 20mm and 15mm. The building reviewed is 'Village House 1' and this style of building has been in use since Napoleonic times. The MDF kit is double-walled,

making it very sturdy. It has full colour internal detail for the floors and walls. Assembly was easy; I carefully checked how each piece fitted before gluing with superglue, although wood glue is recommended as superglue is unforgiving. The buildings have no doors, but this is a bonus as this is a gaming piece. I like these a lot – they are great to get good terrain on the table and the expert gamer can 'tart' them up slightly to add more realism. Available from Eureka UK in the UK. Recommended.

45 40 35 30 25 20 15



Napoleonic civilians

Company: Perry Miniatures
Size: 29mm 'foot to eye' or
32mm tall
Era: Late eighteenth and early
nineteenth centuries
Price: £8.00 for six models

www.perry-miniatures.com

Perry Miniatures has released several sets of Napoleonic-era civilians suitable for vignettes or skirmish scenarios. The eight sets each contain six unique models, and while some of their headwear dates them to a certain period, a few head swaps would see these usable for the whole eighteenth and nineteenth century pe-

riod. Likewise, these would be useful from North America throughout most of Europe. The packs vary from well-to-do townsfolk through traders (Brewers, bakers & tinkers) and manual labourers (farm field workers and labourers). There is also a specific set consisting of women with children, a milkmaid complete with three cows, and a set of French/Low countries civilians. As we have come to expect from the Perrys, the sculpting is superb and fine detailed on these models. Each one is full of character. Casting is good with only a little clean-up work required to remove the occasional vent or pour line. Size-wise, these are mid-range for 28mm, so should be compatible with most ranges.



Winter US Army and Fallschirmjäger

Company: Warlord Games Size: 28mm 'foot to eye' or 32mm tall Era: World War II Price: £37.00 for 30 infantry www.warlordgames.com With the advent of the Bolt Action version 3 rules, there is also a new starter boxed set being released. This has a winter theme and consists of US infantry in greatcoats and Fallschirmjäger in winter gear. This interesting combination is aimed at the winter of 1944–1945 and the Ardennes Offensive. The two

hard plastic sets are available separately. The kits follow the usual Warlord Games format of five frames with six models each, plus a variety of infantry weapons. The US has M1 Garands, M1 Carbines, Thompson SMGs, BARs, and a bazooka. The Fallschirmjäger have FG42 Rifles, Kar 98 Rifles, Stg 44 assault rifles, MP 40 Submachine guns, Panzerfausts, and the MG 42. Both come with extra accessories, including personal equipment, entrenching tools, and extra ammo pouches. Each has a good dozen heads to choose from. With the variety of kits and poses, no two models should be built the same. Size-wise, these are a little on the heroic side.

Medieval knights

Company: Victrix Limited

Size: 28mm 'foot to eye' or 32mm
tall, cavalry stand 47mm tall

Era: Medieval

Price: £40.00 for 18
mounted Normans

www.victrixlimited.com

45 40 35 -30 -25 -20 -15 -10

nasal helms, faceplate heads, and barrel helms. There is a good selection of teardrop shields. The horses all wear cloth caparisons. Certain parts are designed to fit with specific torsos, so do keep hold of the instructions. The models themselves are well sculpted and easy to assemble with good detail. There were some mould lines, but these were easily cleaned up. Size-wise, the horses are

Nevertheless, this is a very well-priced kit.

Victrix has expanded into the medieval period with a range of knights suitable for the late twelfth to the midthirteenth centuries. This is the first release in a range that is promised to cover both European and Saracen armies for the period. The set consists of a bag with three rider frames and three horse frames, giving a total of eighteen models. The Knights have a good selection of weaponry, including lances, swords, axes, and the odd mace. The models have an excellent selection of helms, including

average size, but the knights are on the more heroic side.



Quar

Company: Zombiesmith

Size: 27mm 'foot to eye' or
29mm tall

Era: Alternate Dieselpunk

Price: £30 for 24 (plastic) or £12
for three specialists (resin)

www.wargamesatlantic.com

What the Quar? Yes, Quar! They are best described as a race of anthropomorphic anteaters. Their world of Aldwyn is locked into a worldwide struggle between the Crusaders and traditional Royalists. Their technology is akin to that of the Great War, with flying machines, trenches, and tractors (what the Quar

call tanks). This is very much a 'hard sci-fi' setting – there is no magic or the fantastical. The range currently consists of two plastic boxes (Coftyr royalists and the Crusaders) plus several additional packs providing officers, trench raiders, and support weapons. This is further supported by an extensive range of STL files, giving new characters, vehicles, and support weapons. A starter set called *This Quar's War: Clash of Rhyfles* is also available. Each faction has its own unique weaponry. Shown here are a Crusader torpedo gunner, a Coftyrian trench raider, and a plastic Coftyrian Cryfen LMG gunner. The casting and detailing are very good and imaginative. Surely this has to be the ultimate in 'Imagi-nation' Great War wargaming settings.



US Airborne machine gun

Company: Colonel
Muller's Miniatures
Size: 32mm, rescaleable to
28mm, 20mm, and 15mm
Era: World War II
Price: \$9.50 for the weapons
team, \$6.00 for 3 miniatures
www.wargaming3d.com

Colonel Muller's Miniatures on Wargaming 3D specialises in miniatures for 1940s French and Fallschirmjäger. Their French range is extensive and includes pretty much every infantry model you would need for a French 1939–1940 army including reservists, support weapons, anti-tank guns, artillery, vignettes,

and colonial troops. Their German FJ range includes early, mid- and late-war options (including Panzerschreck and LG 40). The latest release is US Airborne suitable for 1944–1945, which, in typical fashion, is comprehensive. It includes several variants of riflemen, BAR gunners, SMGs, command and support weapons (bazooka teams, M2 60mm mortar teams, and the air-cooled M1919 MMG on tripod, shown here). Most of the support options have a firing and a moving pose. The set reviewed here had three crew, the gun by itself, plus several accessories, including ammunition boxes and belts. The detailing and accuracy are excellent and rival the best metal sculpts. Next for the US Airborne will be a US 57mm Anti-Tank gun with full crew and accessories.

Finnish BT 42

Company: Trenchworx

Size: 1/56 (28mm) rescaleable to 20mm or 15mm

Era: Early World War II

Price: £12.00 per tank STL, £ 62.00 for the Winter War bundle (19 tanks)

www.trenchworx.com



Trenchworx provides models both in the physical and the digital, in the form of STLs. Their recent releases have included some fantasy ones (daemons) but also some historical vehicles. Their latest vehicle release is the Winter War Bundle of STLs. This includes the multiturreted T28 & T35, the T38 amphibious tank, the BT series (Including the early BT5 & the Finnish BT42), and the Vickers Export series with several of the T26 Soviet derivatives of the Vickers E design (early and late de-

signs, including the OT flamethrower variants). That set also includes a set of T26 track variants, for good measure. Phew! That's a lot! The files come unsupported, but that is an easy issue to solve in Cura and tailored for any particular printer. The finished models look great and accurate. As a bonus, the files can be rescaled to 20mm, 15mm, or smaller. This is an excellent set for any gamers interested in the Nomonhan incident, Winter War, or early years of World War 2 up to Barbarossa.

We are introducing brand new additions to the Scotia 1/300th ranges. These are 3D resin prints with metal turrets were appropriate.







ITALY

Autoprotteto S37

Autoprotteto S37 with gun shields

L3/CV33 tankette Twin MG's

L3/CV33 tankette command variant

L3/CV33 tankette with single HMG

L3/CV33 Tankette with 20mm cannon

L3/CV35 tankette Twin MGs

L3/CV35 tankette command variant

L3/CV35 Tankette with 20mm cannon

L3/CV35 tankette Twin MG's later model

L3/CV35 tankette command variant later model

L3/CV35 tankette modified running gear

L3/CV35 tankette Flamme thrower

M15/42 medium tank command variant no turret

M15/42 medium tank no hull mg

M15/42 medium tank hull mg

M42/75 L18 short barrel

M42/75 L34 long barrel

Breda 20mm AA towed & firing

AT gun Cannone DA 47-32

GERMANY

Leig 18 infantry gun pneumatic wheels Leig 18 infantry gun spoked wheels

HUNGARY

L3/CV3M Export tankette Twin MG's

L3/CV3M Export tankette command

L3/CV3M Export tankette Twin MG's new

L3/CV3M Export tankette command new mantlet

Nimrod AA SPG 40mm

Nimrod AA SPG 40mm L-62 version

Raba Botond Artillery tractor Closed cab open back

Raba Botond Artillery tractor Closed cab covered back

Raba Botond Artillery tractor open cab open back

Raba Botond Artillery tractor open cab covered back

Raba Botond Artillery tractor open cab

covered back

Zrinyi SPG

Zrinyi SPG with side skirts

Toldi I tank

Toldi II tank

Turan I tank

Turan II tank

Turan II with side skirts

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By Richard Clarke

THE CULT OF NEGATIVITY

Looking back through the mists of time to when Guy originally asked me to write this column, I recall being asked what I would like it to be called. I chose "Up Front" for two reasons. First, because knowing that the column was to appear at the back of the magazine, it amused me. Less of an afterthought, I hoped, and more of a splendid dessert to round off the feast; the crème brûlée of wargaming, there to amuse and titillate, but with an occasional 'bombe gateau' hurled in to shake things up a bit. In fact, it was the opportunity to hurl the odd hand grenade into the hobby that was my prime driver in agreeing to pick up my pen.

he name 'Up Front' was actually an indication of the fact that I intended to be entirely upfront about certain issues in the hobby, which I felt were having a negative impact or presenting us in a poor light.

Back then, the issue of a greying hobby did not need to be talked about; it was pretty clear at most wargaming events that the hobby population was getting older, and the importance of attracting new blood was paramount. Despite that, we seemed capable of scoring some rather painful, but sadly predictable, own goals.

Terms such as gatekeeper were being heard, as people who were initially inspired by the positives that wargaming has to offer, found their entry blocked because they were not a carbon copy of what had gone before. It was my aspiration to shine a light onto some of these issues, hoping that, in some tiny way, I could have a positive impact on the world of historical wargaming.

Now, looking back over the years, I hope that I have lived up to my original intent, whether that was seemingly as simple as highlighting the importance of welcoming people from different backgrounds into the hobby or just pointing out what now seems to be the screamingly obvious fact that we do actually need female lavatories at wargaming shows or conventions.

Sometimes, the issues were rather more unpleasant. Calling people out for wearing Nazi uniforms or insignia at shows; and pointing out that traders advertising on websites that promoted hateful speech were actually supporting those views with their cash. When I felt that things needed to be said, I tried my best to step up and say them. I am not foolish enough to think that any dragons were slain by my words, but I do hope that I have helped bring some issues into focus.

As a consequence, the past couple of months have been both something of a treat and an epiphany for me. I hope the reader will indulge me, as much of what I am about to say is related through the prism of TooFatLardies; that is my job and shapes my personal experiences, but I am sure, and I hope, that it is mirrored elsewhere in the hobby.

I was fortunate enough to attend Historicon in July, where I went along to support the Lard America group. They were running over fifty games at what is the flagship wargaming Convention in North America. It was a pleasant opportunity in several ways, not least because I had a completely free schedule, which allowed me to actually get a good view of the event.

In fact, my completely empty schedule turned out to be packed with some amazing and inspiring conversations, largely with young wargamers who had come to the hobby in the last few years, often as a result of lockdown driving them to seek out new interests. What was so pleasing about this was that the enthusiasm was palpable. What was also good was that the numbers of younger gamers meant that the tipping point had been reached where the old grognard gatekeepers had been bypassed, avoided, or simply ignored. In the past, I had expressed concerns that the hobby in the US seemed to be greying at a faster rate than in Europe. It is quite clear that is no longer the case as a whole new generation of gamers was discovering historical wargaming and loving what they found.

To back this up, only yesterday, I heard from the organisers of a wargames show in Melbourne, Australia, that we sponsored. It was great to hear that a rejuvenated show was back up and running post-COVID. I hope the organisers of Victorius will not mind me quoting them when they said that "the historical gamers commented on all the new faces and the number of peo-

ple under 40. Whereas the GW/Fantasy Sci-Fi gamers were amazed at all the historical games and what was on offer." Our Lard Down Under group was running several games at the event and confirmed the same thing. Like the US, the hobby in Australia is really gaining traction with a younger generation of gamers.

At Britcon in Nottingham just a couple of weeks ago, we ran the Lard Zone for the third year running. Over seventy gamers came together to play historical wargames in a friendly environment. I had been sceptical about putting a Lardy games day into an event that was largely set up to host competition gaming, but I was wrong. Lard Workshop was, apparently, the most over-subscribed part of the show. More importantly, we saw an increasingly diverse group of gamers attending, with people of all ages and genders, and lots of first-time attendees.

But let's be realistic. Historically, most wargamers have been male. It would be unrealistic to expect a sudden and dramatic shift in that respect. What is important is that we are welcoming and positive when people different from ourselves approach the hobby with interest. Far from being "pale, stale and male", we old campaigners have a hugely positive role to play in encouraging and assisting others as they come into the hobby. We provide the foundation upon which we, and they, can build a future that is welcoming to all.

What I found most encouraging at Britcon was being approached by several couples who commented on the positive environment in the Lard Zone and how what we were presenting was far more inclusive and welcoming than they had anticipated. The fact that the games on offer were being played for fun rather than in a formal competition format was identified by the women I spoke with as something they found appealing. Seeing women gamers taking part in the games went a long way to showing that this is a hobby for all.

When the idea of running a Lardy Games Day was first mooted, I was very keen that they should have a number of ingredients; primarily wargaming, beer, and curry. I wanted the event to be more like a rugby tour rather than a chess tournament. By that, I do not mean the stereotypical image of men behaving badly, but the more positive aspect of it being about more than the game. Yes, we were there to play games, but far more importantly, I wanted to create an event where we had an opportunity to socialise and break bread together. A few beers and a meal as part of the event provide the perfect opportunity to get to know people. Rather than just viewing others attending as fellow gamers, it is a chance to come to see them as friends.

Indeed, this format has proved so successful that we now see it applied to our game days across the UK, Europe, the US, and Australia, with new events being added to our calendar every year. If I look back on

whatever small contribution I have made to the hobby over the years, what I celebrate is that I have played some part in facilitating so many friendships as a result of the community that has developed around our games. Where games and styles of games come and go, the important thing is the pleasure of gaming with others and the friendships that emerge remain.

Conversely, what saddens me is that, at a time when the hobby has a fresh vibrancy to it that we should all be encouraging and celebrating, there is still an unfortunate undercurrent of negativity knocking about. Recently, my colleague Nick attended the 'We Have Ways' festival, linked to the WWII podcast of the same name. With a team of over-worked volunteers, he ran a fabulous-looking game of Chain of Command set in Normandy in 1944. Four days of presenting wargaming to an audience of people whose chief interest is military history was a fabulous opportunity to show a wider audience just what fun historical wargaming is and how it can be used as a means to celebrate, and even study, historical events. How disappointing then that one relatively well-known game designer came up to tell them that he did not like the rules and would not be talking part. Remarkable? Sadly not.

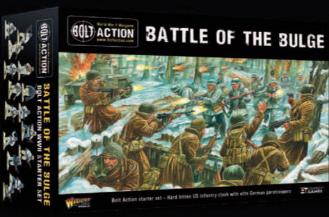
Such an attitude is surprising when we encounter it so directly, but I fear that it is not a-typical of what we see online all too regularly. There seems to be a cult of nay sayers who, whilst not agreeing on what they like, can give you chapter and verse on what they dislike. One post-Britcon blogger went too far as to say "I have no interest in the rugby club style performances of the TFL crowd". Strangely, he also claimed that he did not come and see what we were doing as he could not find where we were located. Comments like that are trivial in one respect, but it is also disappointing that some individuals prefer to preach negativity.

I fully understand that the games I design are not everyone's cup of tea. However, in a world where historical wargaming is at last finding itself encroaching onto the consciousness of the general public, the fact that people are coming together to play games they like should be something we celebrate. The tribalism of disliking one game because you prefer a different one, I find inexplainable. Actually, going out of your way to preach that negativity is worse; it is inexcusable.

If you dislike a certain style of game, the easiest thing to do is just not to play it. If you do not want to join a community where having a beer and a meal after a day of gaming is the norm, then just go home. The cult of negativity that attempts to tell other gamers what is right or wrong, what is good or bad, what is or is not the correct way to play wargames, is the biggest threat to a hobby that now seems to have so much good news to celebrate. I do not know about you, but I do not want the image of historical wargaming to be tarnished by a bunch of cults! WS&S

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CATCHING 'THE FINEST DISH IN ALL THE LAND'

WE ARE ALL GOING ON A BOAR HUNT

The story of mankind has mostly been one of survival against nature that is red in tooth and claw. The three main requirements for survival are shelter, food, and water. Without any of these three items, human beings would not last very long at all.

By Michael Hoddinott

ver time, however, survival became relatively easier, and the three pillars of survival gradually became easier to obtain. Nowadays, in the western world, that has become relatively easy. However, in the past, and in some societies today, the hunt for a game prize for the dinner table became a sport; a leisurely pursuit usually undertaken by the more affluent in society.

This beer and pretzels, rules-light game, is for portraying just such a sporting pursuit, that of putting meat on the table. It is not a wargame may build upon these rules and begin to involve more combat. This is a strategy and manoeuvre game, with a few dice rolls thrown in for randomness. I have based it in a generic European medieval setting, but that's not necessary.

The game involves two parties of hunters out for the day, looking to catch a boar or equivalent game animal for that evening's banquet. Each "party" consists of a hunter, his beaters, and a pack of hounds, vying with each other to manoeuvre the boar toward the dinner table.



A minimal amount of gaming paraphernalia is required for this game.

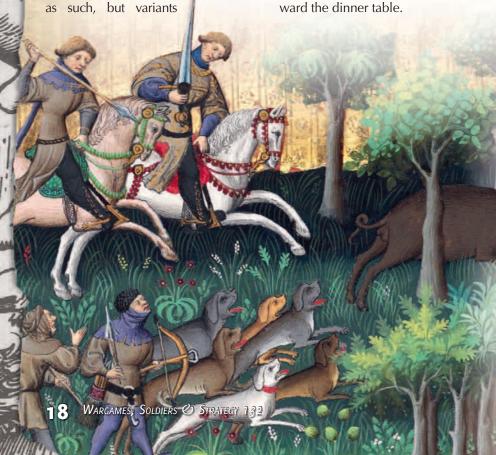
- A table approximately two feet (60cms) in diameter
- Four scenery items to represent obstacles
- A couple of standard six-sided dice (d6)
- A miniature to represent the boar
- A miniature or two on a single base (no bigger than 50mm) to represent a hunter and his chums
- A miniature or two on a single base to represent the beaters
- A single base with miniatures to represent a pack of hounds
- Beverages and snacks to taste

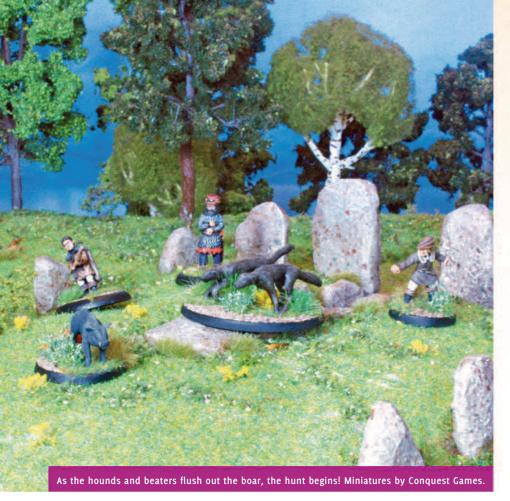
Set up

The gaming area represents a smallish clearing in a heavily forested area. The circumference of the playing area is impassable except at six equidistant spots; these are the game trails and are marked 1-6. There will need to be at least four rough-going areas, 2-3 inches wide and 3-4 inches long, of bracken, thicket or bushes that are placed roughly in each quadrant. These areas hinder movement.

A group of hunters, both mounted and on foot, pursue a boar in this illustration from a fourteenth-century French hunting manual.

© BnF, Francais 616, fol. 108r.





To begin the game, he boar is placed in the dead centre of the board. The two players roll for initiative. The winner places their hunter's party just outside of the playing area inside one of the game trails - these figures do not actually move during the game itself; they are placed to represent the game trail down which the noble with the boar spear is waiting for their prize to arrive. The other player then places their hunter just within a game trail of their choice. Next, the winner places the hounds on the playing side of a game trail with the rear base edge touching the playing area edge. The losing player does the same, and then the beaters are placed in the same order as the hounds so that all six trails are occupied.

Game phases and turns

Each game plays in several phases and turns. Each phase has an indeterminate number of turns.

Each phase starts with the boar in the centre of the board and the players placing their parties.

On the first turn of the phase the player that lost initiative rolls a d6 for distance and another for direction to find out which game trail the boar will head toward and to determine how far the boar will move in that turn.

The players will then move their parties in order of initiative and play a series of turns (see below) until the boar enters a game trail.

If the boar enters a trail occupied by a hunting party, that player rolls to see if the boar has been successfully caught. If the boar is caught, the game is over. If not, the board is reset as per the initial set up and a new game phase begins.

If the boar leaves the table via an unoccupied trail that phase ends and the board is reset to the starting position and a new phase begins.

Initiative

Each player rolls a d6 at the start of each turn to determine who will react first after the boar moves.

Movement

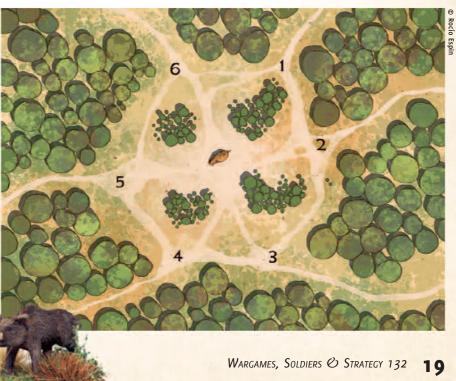
Each turn, the boar moves first, followed by the player's hunting party that won the initiative, and then the hunting party of the loser of the roll-off.

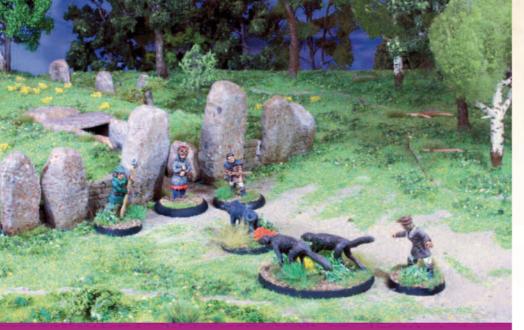
Boar movement

At the beginning of each turn after the first, the player that lost the initiative rolls a d6 and adds 2 to determine how far the boar moves. The boar then goes in a straight line toward the nearest trail.

The boar moves in a straight line until it encounters an obstacle (scenery item), a member of a hunter's entourage, or a game trail. A boar can never move closer than one inch to a member of a player's hunting party.

If the boar encounters an item of scenery, movement across it is halved. If it can cross the item of scenery with the





"Beware, your majesty, he's a little close for comfort!" The boar rushes directly towards the King. Will he catch it?

movement penalty, it will continue to move to the limit of its allowance. If it cannot, it will stop at the edge of the scenery item. The following turn, it will start on the edge directly opposite from where it entered the obstacle.

If the boar encounters a beater, then the owning player can change the direction of the boar as he wishes as long as the boar does not come within one inch of the beater's base.

If the boar encounters a pack of hounds, then it will recoil 90 degrees away from the hounds – roll for direction if there is no obvious choice. It will not move toward another member of either player's hunting party, so use a little common sense if a situation arises where it is difficult to work out where it should move. If both players disagree, then dice for the result with the highest roll being the decision the boar made.

If the boar is hemmed in, place it one inch on the opposite side of the base it was about to encounter in a straight line following on the direction it was travelling – this represents the boar passing through that particular unit.

If the boar encounters the table edge, it will automatically head toward the nearest game trail (dice for direction

if it is equidistant between two trails) in a straight line.

Player movement

The player with initiative moves next. Players'

beaters and hounds only move in a straight line, but do not have to move their full allowance. Hounds move 1d6+4 inches and beaters move 1d6 inches. They can move in any order but must finish their movement before play passes to the next base.

Movement across an obstacle is halved, but if the model cannot complete its move across the obstacle, it will have to try again next turn. The base move away from or along the edge of the obstacle using its movement allowance, but again the movement must be in a straight line. The boar may be small and agile enough to fit through the brambles, but the beaters may not...

A base is not allowed to approach within one inch of a boar, or go through the boar's base. If it encounters a table edge, then one direction change is allowed if movement allowance is still available. Beaters and dog bases may move through eachother but cannot end movement with overlapping bases.

Catching the boar

If the boar is caught, both players roll a d6. If the hunting party's player rolls a 6, then the boar has been impaled and dinner will be served that night (the player wins the game). If the boar escapes this turn or has passed down a game trail, it will require a 5 or 6, and become easier every run down a trail. A one is always a failure.

Injury to hunters

If the player rolling for the boar scores a 6 then the hunter is injured. For every injury substract a 1 from every future impale roll. A six is always a success.

Winning the game

The winner of the game is the player whose hunter impales the boar. **WS&S**

A shout-out to Conquest Games for the figures used in this article and Artmaster Studio for the painting and photographs.



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BREAKTHROUGH DURING THE SECOND BARONS' WAR

KENILWORTH, JULY 1265

Most wargamers are familiar with the First Baron's War, the struggle between King John and the English Barons, which led to the Magna Carta. But there was a second Barons' War, which took place between 1264 and 1267, in which Simon de Montfort almost overthrew the established monarch Henry III.

By Jonathan Jones

enry has angered his nobility by bringing French nobles and administrators into the English court. The aggrieved English nobles found a leader in Simon de Montfort, the sixth Earl of Leicester. Simon was French by birth but had won over the support of many Barons.

De Montfort rebelled, defeated, and captured King Henry and his son Prince Edward (the future Edward Longshanks) at Lewes. He then set up his own parliament, but his support fractured and Prince Edward escaped. Edward raised an army at Worcester, attracting support from Barons alienated by the De Montfort.

Simon de Montfort allied with the Welsh prince Llywelyn ap Gruffudd and summoned his son Simon the Younger from London. With their forces combined, they could combat the young Prince Edward. The young prince saw the threat and moved his army to intercept Simon the Younger at Kenilworth. Once this one rebel force was defeated, he could then join with his allies and defeat the elder De Montfort.

Edward caught the rebel forces by surprise, as most of them were camping outside Kenilworth Castle. He soon crushed the Young Simon's army, the remnants of which retreated to the safety of the castle. Without the reinforcements from London, the rebel army at Evesham was heavily outnumbered, facing a force twice their number. Prince Edward's army routed the rebels and the elder De Montfort fell in battle.



For large-scale skirmishes and small-scale battles like this scenario, I have used *Lion Rampant 2*. A game with the size of forces in this current scenario gives a playing time of two and a half hours and can accommodate any number from two to eight players, which works well for my club on a Thursday evening.

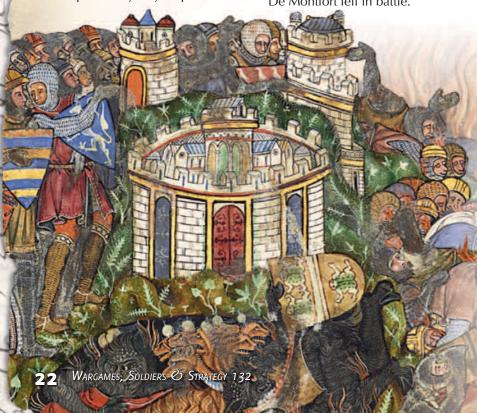
I have also used Footsore's *Barons War* with much enjoyment for a few of these games. The figures and individual characteristics used for Lion Rampant in this game have their equivalents in the Barons War rules. With both rule sets, take time to identify a few key characteristics such as a *Lion Rampant* Fearsome for Edward, *Motivated* for Young Simon or *Every Bloody Sunday* for veteran archers in Barons War gives extra character to the game.

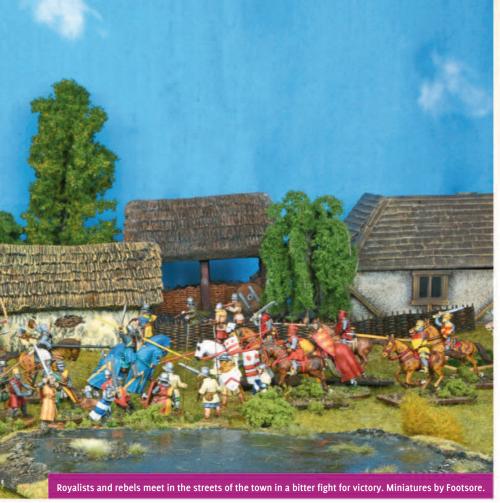
THE SCENARIO

In our scenario, Edward's advance has been spotted by a rebel scout allowing Young Simon to mobilise

Dating to 1265-1270, this scene from an English Apocalypse shows the attack on the Holy City. One of the slaughtered knights bears the arms of Gilbert de Clare, Earl of Gloucester, who sided against Henry III in the Barons' War.

© Bodleian Library MS. Douce 180, fol. 56v.





his men and meet Edward's forces in battle. If Simon can break through the royalists and join with de Montfort senior, the battle of Evesham will be a much more even affair.

The advantage and level of support in this civil war varies constantly as barons switch sides. A victory to either side in this encounter near Kenilworth could be a major boon to the victor.

PRINCE EDWARD AND HIS FORCE

At 26 years old, Edward is keen to take more power in England to be ready to take over as king. He has managed to make a daring escape from rebel captivity by riding away from his guards on a fresh horse during a poorly supervised exercise session in which his guards allowed all the other horses to be ridden to exhaustion. He is determined to make amends for losing control of

his cavalry at Lewes and effectively losing the battle for the Royal Army. He is determined to defeat the De Montforts and free his father.

Edward is the principal leader of the Royalist army and is beginning to show the qualities that will make him the 'great and terrible king' of the future. He is brave, skilled in arms, as well as decisive and increasingly ruthless.

Hearing of Young Simon's approach, Edward hastily gathers a strike force. He takes with him a group of elite aristocratic knights in the unit that he will form around him, and they are supported by a unit of standard heavy cavalry and some elite foot knights. Regular units of crossbowmen and archers, as well as a unit of light foot spearmen and some skirmishers make up the numbers in a force with some heavy strike capability but unremarkable missile and light foot capacity.

Edward wants to destroy the rebel force as much as possible and crush the possibility of effective reinforcement to the main rebel army near Evesham. He also wants to capture or kill Young Simon, which would be a severe blow to his father.

Royal objectives

Defeat Young Simon's forces and make them retreat with significant losses.

Major Victory

Capture or kill Young Simon.

Young Simon's rebel force

Young Simon, aged 25, also knows that he has to move quickly to join his father. The De Montforts have also struck up an understanding with a former enemy, Llewelyn ap Gruffydd, which provides light spearmen and experienced warriors from Gruffydd who can move quickly and are fearsome in attack. He also has some regular foot knights and levy raised in Kenilworth. Most importantly, he has two units of archers from Morganwgg, one of which is veteran and potentially deadly.

Rebel objectives

The key objective for Young Simon is to break through any opposition





Spearmen and knights loyal to Montfort prepare to sell their lives dearly against the charge of Edward's knights.

and join his father's forces to even up the odds somewhat in the forthcoming major battle. If he meets a Royalist force on his way, he must defeat it and, if possible, kill or capture its leader.

Major victory

Capture or kill Edward if he is present.

The map

The attached map shows the position of the forces as the game begins. Young Simon has moved out of Kenilworth and is making his way towards Evesham, and Edward's force stands in his way. Young Simon can make the first move, or you can dice for initiative as you think fit.

ARMIES FOR LION RAMPANT 2

Here are the two forces for *Lion Rampant 2*. A * denotes the leader is present in the unit.

Prince Edward has the inspired trait

- 1x Motivated Elite Cavalry*
- 1x Elite Cavalry
- 1x Heavy Cavalry
- 1x Elite Infantry
- 2x Heavy Infantry
- 2x Crossbowmen
- 1x Skirmishers

Young Simon de Montfort has the aggressive trait

- 1x Elite Cavalry*
- 2x Heavy Cavalry
- 1x Light Cavalry Javelins
 - 1x Elite Infantry
 - 2x Light Infantry

2x Veteran Archers

• 2x Levy

ADAPTING KENILWORTH TO HAIL CAESAR AND SWORDPOINT

This scenario can be easily adapted to other game systems simply by adapting the orders of battle given. Make the *Lion Rampant 2* units of 12 infantry or 6 cavalry into standard units of 24 infantry or 12 cavalry for *Hail Caesar* and *Swordpoint*. There may be a few points differences, but they should tally up to be roughly equal or with a slight advantage to Prince Edward.

For Hail Caesar use the Army Lists 2 - Late Antiquity-Early Medieval book and the Plantagenet lists from page 73-74 and the Later Welsh lists from page 77 for the allied force of bowmen. The Welsh archers should be classified as *Marksmen*.

For Swordpoint use the Swordpoint - Medieval Armies book. Use the Medieval Welsh list from page 8 for the allied Welsh archers and the Medieval English list from page 28. Use the crossbowmen stats from the Low Countries list.

CONCLUSION

If you find your collection growing into the several hundreds, as I have, you can play big battles for a time period between the late twelfth century to roughly Bannockburn in 1314 using *Hail Caesar*.

To get the best of both worlds, I use movement bases for big battles with figures attached with blue tack and blended into a painted and terrain-decorated movement base so that I can transfer them easily into the smaller format.

I hope that you find the current scenario stimulating and easily playable, and that you can put yourself in the shoes of one or the other leaders as you fight out this encounter on which the future of England may well depend. **WS&S**



The last few rebels are mopped up by Prince Edward's men. Now the battle is won, on to Evesham!



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RUSSIANS, TLINGIT, AND THE 1804 BATTLE OF SITKA

THE STRUGGLE FOR ALASKA

When Russian fur traders entered Alaska in the 1700s, the fate of the American continent was in question. Yet it was not Spain, France, Britain, nor the fledgling United States who challenged Russian expansion, but the fierce and proud Tlingit tribes of coastal Alaska. They were a warrior society with strong leadership, but they could not have foreseen that these strangers arriving from the sea would change their world forever.

By Adam Sharp

he Battle of Sitka (1804) is often overlooked in North American history. It unfolded between unique wooden-armored Native Americans and Russian-American Company (RAC) fur traders, sailors, and native allies. Fortunately, several very informative first-hand accounts were recorded both by Russian and Tlingit participants, so we have sources from both sides.

The Tlingit (pronounced Klinck-it) were settled in the rocky densely forested southeastern Alaska coast-line when the Russians arrived. They were a network of tribes with a powerful warrior culture and were skilled hunters, fishmen, handicraftsmen, and traders. The Tlingits possessed a strong seafaring culture and carved boats (called Yaaku) out of single logs that could carry as many as 30-60 warriors to distances of 150-200

miles a day! The Americans and Europeans frequently traded with these Natives and supplied them with firearms, ammunition, cannons, rum, cloths, beads, and metal objects.

As early at 1741, the Russians began to form camps in Tlingit territory, sending hunting parties deep into their domain in a quest for sea otter pelts. These incursions lead to a series of conflicts and several battles between 1792 and 1805.

In 1799, Alexander Baranov sailed into Sitka Sound and built a fortification known as Saint Mikhail (also known as Archangel or Novoarkhangel'sk). The Tlingits initially welcomed the hunters, but friction soon developed as the Russians demanded labor from the tribes and encroached on hunting

grounds. In 1802, a large war party of Tlingits attacked the post and massacred nearly 200 Russians and native allies, looted the sea otter pelts, and burned the fort to the ground. During this battle, the Tlingit war leader Katlian (K'alyaan) is said to have killed a blacksmith and took his hammer, which became his iconic weapon of choice.

Knowing the Russians would return, the Tlingits built a very strong log fortification located on a rocky bluff above the mouth of the Indian River, which they called the "Fort of Young Saplings." Their battle plan was simple: gauge the Russians' strength when they returned, engage at will, and, if needed, retreat to the fortification.

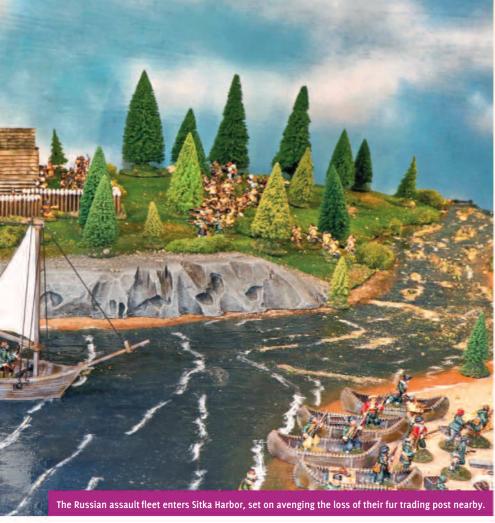
THE BATTLE OF SITKA

Roughly 800 Tlingit warriors and their families settled down in the fort. The Russians under Baranov returned to Sitka Sound in late September 1804, aboard the Sloop-of-War *Neva* and several smaller ships including



The harbour in Sitka, Alaska, as it appeared in circa 1837. At the time, it was still known as Novo Arkangelsk.

© Public domain



the Ermak, Olga, Aleksandr, Rotislav and Ekaterina, six ships in all. The Neva was under the command of Lt. Commander Lisianskii. The task force carried a number of sailors, perhaps 150 Russian Promyshlenniks (fur traders) and 400-500 Aleuts and Kodiak Indians, who traveled along in baidarkas (sea kayaks).

Shortly after their arrival, the ships began to shell the Tlingit fort with little effect. Lisianskii sent a landing party under Lieutenants Arbuzov and Povalishin to the beach across Indian River from the fort. The 150-man landing party consisted of Promyshlenniks, sailors, and Kodiak allies under their leader Nankok and four three-pound cannons. Baranov sent envoys to the fort to engage in negotiations, but they were rebuffed.

A boat full of Tlingit young men attempted to retrieve some hidden gunpowder kegs from a nearby island, but upon their return they were spotted and the Russians opened fire.

Either a round struck the boat or the mishandling of a firearm

in the boat ignited the gunpowder and it exploded.

At dusk, the Russian landing party crossed the shallow river and advanced on the fort from its right keeping up an incessant fire. The Russians then decided to take the fort by storm, but the Tlingits gathered their forces together and opened a heavy fire from the fort.

At that critical moment, Baranov was shot through the right arm and he and Lt. Povalishin both fell badly wounded. Seeing their commanders falling, some Russians and native allies began to flee, so they retreated to the ships.

Tlingit legend claims that Katlian, dawning his Raven's helmet and forge hammer, and with a small war party, was able to sneak around behind the Russians. They emerged from the riverbed attacking their enemies from the rear, causing even more panic. The Russians were forced to abandon several of their cannons on the beach. That night the Tlingits rejoiced.

The following day, Commander Lisianskii continued the shore bombardment on the Tlingit positions, causing no damage. A messenger was sent ashore under a flag of truce demanding that the Tlingits surrender. This amused the Tlingits who responded that the Russians should surrender! So, the Russians resumed their cannon fire.

Over the next several days, the *Neva* and her escorts resumed their bombardments at sunrise, and shore parties continued talks, while the Tlingit families withdrew into the forest after dark. After nightfall on the fourth day of the conflict, the Tlingit elders and the remaining clan members gathered for a last song, one that ended with a loud drum



TLINGIT FORCES

Shoot	Melee	Shoot save	Melee save	Resolve	Move	Initiative	Weapons
Katlian (Wai	rrior Chief) Leader					Pts: 25
6+ (30")	4+	4+	6+	5+	4"	1	Smoothbore Musket (ML), Range 30", Gain one reload marker after shooting
Tlingit Riflema	an Core	(8 man unit/6p	ts. each)				Pts: 48
6+ (30")	5+	6+	7+	6+	4"	1	Smoothbore Musket (ML) & Melee Weapons. Musket as above
Tlingit Bowma	n Core	(8 man unit/6p	ts. each)				Pts: 48
6+ (20")	5+	6+	7+	6+	4"	1	Bow (Repeater), Range 20", -3 bonus to Shoot Save tests from bow attacks. Can shoot twice in a turn (once per action).
Tlingit Swivel	Gun/Falc	onet Core (2	man unit/gun)				Pts: 15
6+ (30")	7+	6+	8+	6+	4"*	1	Smoothbore Musket (ML) & Melee Weapons. Musket as above
							Swivel Gun: 3d10 for shoot tests, each natural 10 rolled yields an additional d10 roll to hit. Adds a +1 to targets Shoot Save.

^{*} Cannon can't move with 1 crew

RUSSIAN FORCES

Shoot	Melee	Shoot save	Melee save	Resolve	Move	Initiative	Weapons	
Russian Office	r Baranov	(Chief Mar	ager Russian-Ame	rican Co.) L	_eader		Р	ts: 25
6+ (10")	6+	5+	5+ (chain mail)	6+	4"	1	Pistol & Melee Weapons, Range 10"	
Russian Fur Tra	aders/Pro	myshlenniki	Core (8 man unit/	'4 pts. each)		Р	ts: 32
6+ (30")	6+	7+	8+	6+	4"	1	Tough; Smoothbore Musket (ML), Range 30", Cone reload marker after shooting	Gain
Russian Sailors	S Core (8 man unit/4p	ts each)				Р	ts: 32
6+ (30")	6+	7+	8+	6+	4"	1	True Grit; Smoothbore Musket (ML), as above	
Native Allies –	Kodiaks/	Inuits Core	(8 man unit/3pts. e	each)			P	ts: 24
7+ (30")	7+	7+	8+	6+	4"	1	Smoothbore Musket (ML), as above	
Russian Light	Artillery	Core (2 man	unit/gun)				Р	ts: 20
6+ (unlimited)	7+	6+	8+	6+	4"*	1	Pistol & Melee Weapons	

^{*} Cannon can't move with 1 crew, 4d10 for shoot tests, each natural 10 rolled yields an additional d10 roll to hit. Adds a +1 to targets Shoot Save. Range is unlimited; **Slow Reload:** This unit receives 2 Reload markers after shooting. Cannot move and shoot; **Intimidating:** Opponents hit by this unit must add an extra 1d10 to their Resolve test.

roll. Then they departed
the fort and
the area undetected on what became known as the "Sitka
Survival March." When
the Russians landed
the next day, they were

surprised to find the fort empty. The fort was razed, and the *Neva* and her escorts left the sound.

AFTERMATH

The main body of Tlingits traveled to a safe location while several

stayed behind and harassed the Russians. The Russians then built a fortress of their own in the area of Sitka and armed it with 32 cannons for defense against the Tlingits. This fort was designated as the new capital of Russian America in 1808. The Tlingits engaged in sporadic attacks on the Russians until 1821, when the Russians invited them to return to Sitka. Some did return, but occasional aggression continued until 1858 with a significant uprising in 1855, but this was quickly quelled. In 1867, Russian America was sold to the U.S. and all the holdings of the RAC were liquidated. The Tlingits argued with the U.S. government that the Russians only had the right to sell some lands in the Tlingits historical territory, resulting in native land claims not being settled until the twentieth century. In January 2021, the original fort site was rediscovered using electromagnetic induction.

WARGAMING THE BATTLE OF SITKA

To game this unique battle, we used Firelock
Games *Blood & Steel*rules, but other simi-

lar period sets could easily be substituted.
To set up the game we used a 5' x 5' table, with a log fortification set up on a bluff overlooking a bay with

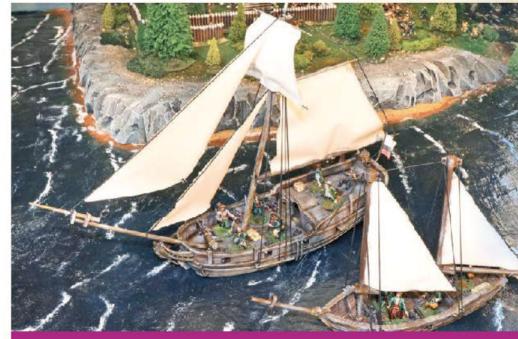
a river emptying into it. See map for details. There are no shooting or spotting modifiers for the light woods anywhere on the table. The light woods and trees are present for aesthetic value only. There is no movement penalty for crossing the shallow river.

All of the Tlingit units except two begin the game in the fortification or on the side of the river where the fortification is located. Up to two Tlingit units begin the game off the board and can enter the board from any table edge on a regular movement at any time during the Tlingit players' turn of the game, which simulates the surprise attack launched by the Tlingits during the battle. The fortification walls facing the river are low enough for men to hide behind and shoot over, and count as heavy cover.

Across the shallow river from the Tlingit fortification is a beach where the Russian landing party begins the game. Half of the Russian force begins the game 16 inches onto the land from the beach and the other half 8 inches in from the beach. The Russians may cross the shallow river at the red line on the map. Two Russian ships are an-



Wooden-armoured Tlingit Indians release a withering fire on the advancing Russians from behind their fortifications.



The Neva was the flagship of the assault force, and famously the first Russian ship to circumnavigate the world.

TLINGIT UNIQUE ARMAMENTS

Tsagal' Spear: Used for bear hunting, it was used to stab not throw.

Chihanat Two-Bladed Dagger: The Tlingits could work metal. They made and carried a two-bladed dagger in a sheath hung around the neck by a belt.

Hudson Bay Company Musket: Obtained via trade with the Americans, British and European merchant ships, these smooth bore flintlock muskets, and some rifles, could be superior to Russian muskets.

Antu Una Cannon: Small falconets, swivel guns and cannons were ob-

tained from the Russians and used to attack and defend fortifications.

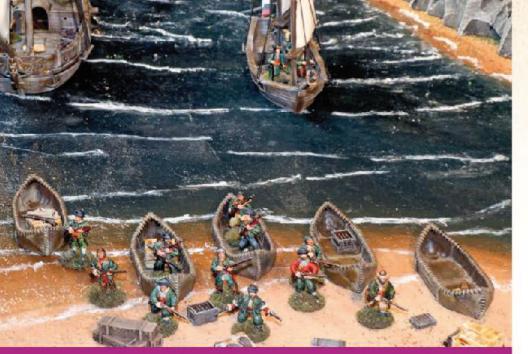
Ke't'v Fighting Pick: Known as the "Slave killer," it was a curved polished stone or metal pick head fixed on a wood handle.

Other Weapons: Bows were used on land and sea during boat to boat combat. The bow was often fired horizontally, which provided a more stable platform when firing at sea. Warclubs were also used.

Wooden Body Armor: Wooden collars, helmets, breast plates, and wooden fit-

tings around the forearms and shins were widely used. These unique thick wooden items were reported to deflect spears, arrows, hand-to-hand weapons, blunderbuss shot, and even musket balls on occasion. The helmet was designed to be frightening and took the form of "supernatural beings," animals and monsters. They were colorfully painted.

Fighting Rain Jacket: These thick multi-folded leather armor garments were draped over the warrior and sometimes contained metal linings.



The Russian landing party consisted of a mix of Russian sailors, promyshlenniki (fur traders) and native Kodiaks.

chored off the coast and provide supporting fire.

Securing the gunpowder reserve The game begins with a single Tlingit boat making its way to the fort at the far end of the board away from the ships. It is bringing the critical gunpowder reserve to the fort from a nearby island. The ships each get one chance to cannonade the boat and destroy the gunpowder reserve. Roll 1d10 for each boat. On a 10 for the smaller Ship, or a 9, 10 for the Larger Ship, a hit is scored and Tlingit boat explodes. All Tlingit units with guns will only get three shots before they are out of powder and must resort to hand-to-hand combat or bow and arrows.

Winning the game

(1) Attrition Points. If a Force at the end of a turn has lost two-thirds of its total Force, that Force's leader must make a 1d10 Resolve test for their Force to stay in the fight, and continue to take this test during the Morale phase at the end of each turn thereafter. (2) If the Russians contact the totem pole in the middle of the village, the village is considered secured and they win. (3) If the Tlingits drive off the Russian as-

Game length

6 Turns, then roll a 1d10 at end of each turn to see if game contin-

sault, the Tlingits win.

ues (5-10 it does), until turn 8. Then darkness falls, and the game ends.

Ships

The ships are anchored and do not-move. Cannons fire every turn to start the entire turn. Roll 12d10's for the large ship and 6d10 for the small ship to barrage the fort. Any natural 10's are a chance to impact. Re-roll the 10's and any roll of 10 inflicts 1 casual-

ty. Defender pics the model. This simulates the very poor chance the Russians had in causing any casualties with cannon fire on the fortification.

MINIATURES

The Tlingits are from Varang Miniatures, with a few Bear's Den Miniatures mixed in.
The Russians are a mix of Galloping Major Miniatures French and Indian War figures with several other manufacturers mixed in. The Kodiaks are from AW Miniatures with hair added and sculpted by the author.

Forces

The Russians

- Command Squad 1 Commander (Baranov) and 2 riflemen
- Russian Promyshlenniks (fur traders) 4 units of 8 men each
- Kodiaks 3 units of 8 men each
- Sailors 4 units of 8 men each
- Artillery 2 units of 2 cannon and two men each

The Tlingits

- Command Squad 1 Commander (Katlian) and 2 warriors
- Warriors with Muskets 4 units of 8 men each
- Warriors with Bows 2 units of 8 men each
- Swivel Gun 1 unit with swivel gun and two men **WS&S**

The author would like to credit James Morris for inspiring this article.



Promyshlenniki from Siberia worked under contract as fur traders, merchants, and even mercenaries



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A DIFFICULT WWII ATTACKER/DEFENDER SCENARIO

LUNGE-PARRY-RIPOSTE!

As the Allies cut into occupied Western Europe, they faced a German foe who was far from defeated and still as cunning as ever. While facing ever-increasing pressures from the Eastern Front, Germany still proved time and again to be a stubborn and resourceful enemy.

By Chris King

his scenario is designed to be set sometime after the breakout from Normandy. It was written with United States forces in mind but could, of course, retain a similar setting with the substitution of British, Canadian, or even Free French forces. Similarly, the action could readily be transposed to other theatres of the war, if desired.

Players are advised that the scenario – by design – is *not* fair or balanced. The forces may well be unequal and there are a number of random events that may occur at inconvenient times, or that may not occur at all.

The Americans have finally seized the initiative and caught the Germans on the back foot, or so they think.

THE FORCES

US and German forces chosen from any mid-1944 selectors appropriate for North-West Europe. Both forces have

equal points, but the defending German forces are divided into force A and B, each of roughly equal point values. Players are encouraged to come up with their own force lists, but we have provided a sample list.

UNITED STATES

All the US forces count as regular.

US cavalry recon car and scout platoon

2x M8 Armoured Cars 2x Jeeps with .30 cal MMGs

US armoured rifle platoon

1xM3 Halftrack with Platoon HQ (3 men), Bazooka team (2 man), Medic team (2 man)

1xM3 Halftrack with 9 man infantry squad (BAR, SMG, 7x M1 Rifle) 1xM3 Halftrack with 9 man infantry squad (BAR, SMG, 7x M1 Rifle) 1xM3 Halftrack with 60mm Light mortar team (2 man) and 7 man infantry squad (BAR, SMG, 5x M1 Rifle)

GERMAN DEFENCE FORCE

2x Sherman 75mm Tanks

US Tank Platoon

All the Germans are regular.

Ersatz German defence force

Platoon HQ (3 men) plus Medic team (2 men) 8 man infantry section (SMG, MG42 and 5x Kar 98 rifles, Panzerfaust) 8 man infantry section (SMG, MG42 and 5x Kar 98 rifles, Panzerfaust) 8 man infantry section (SMG, MG42 and 5x Kar 98 rifles, Panzerfaust) Panzershrek team (2 man)

Weapons Platoon

Platoon HQ (3 men) 3x 81mm mortar teams Mortar team spotter (who can spot for all mortars)

GERMAN REINFORCEMENTS

2x Stug III Ausf G

Ersatz Artillery Platoon

Platoon HQ (3 men) in Kubelwagen 1x 7.5cm Pak40 gun with 3 crew 1x 7.5 cm lelG 18 with 3 crew 2x Truck tows

SET UP

The game is played width-wise along a peripheral sector near the main US axis



Amercian armoured engineers cross a bridge, closely behind the spearhead units.

© Public domain



of advance, representing a junction on the outskirts of a large village. The third nearest the German edge is the blasted remains of the village, so a fair amount of ruined buildings are around. The central third has a smattering of outbuildings; maybe a farmstead, with fence lines, etc. The US third is fairly open farmland with occasional stands of trees. A significant road runs across the board along the central line.

Smaller roads running along their respective thirds of the table form a staggered junction with the main road.

DEPLOYMENT

Either German force A or B (decided at random) is deployed anywhere on the table and may be set up 'hidden' and/or 'dug-in'. There are no bunkers available at this point in the line, but the German player may place up to five 8"-long improvised linear obstacles (barricades/barbed wire, etc.) anywhere within the German 'half' of the table. German units may also be given an 'Ambush' order die when deployed, if the player wishes. The sec-

ond German force may *or may* not arrive later, as noted under

'Counterattack!' below.

All attacking US forces must start the game off-table. Up to half of the US units available may be left in reserve, but as the advance in this sector has been carefully delineated between different areas of responsibility, no US outflanking is allowed in this scenario.

After deployment, a US preparatory bombardment will take place on a 2+, potentially affecting any German unit on the board (as the whole board is their deployment zone). If the bombardment does not take place, the Americans have their orders and

the assault must go ahead anyway. Any US units *not* in reserve must enter the board along the US table edge with either an Advance or Run order; these units do not have to test to arrive, but any units left in reserve will.

This scenario has lots of special rules and randomising, so it is not a scenario for people who just love to win; it may be a longer and a bloodier game than usual. The scenario does require some tracking of turns.

Although primarily designed for *Bolt Action* 3rd Edition, it can be used with any WW2 platoon-level skirmish set with a little adaptation.

SCENARIO SPECIAL RULES

Counterattack!: At different times throughout the breakout, local German commanders were able to scrape together enough of a force to make counterattacks. Whilst often limited in scope, each of these disrupted the Allied plans, and many of them really forced the Americans onto the back foot.

From the start of Turn 3, roll a die. On a 4+ the local German forces have coalesced into a cohesive assault, and the German reserve force arrives from a flank to push back or entrap the Allies. The German player nominates one short table edge, and their entire reserve must attempt to enter from anywhere along that edge, rolling in the usual way for reserve arriv-



Rocío



"Careful with that Panzerfaust, Hans! They are very expensive. We only had the points to buy a single one!"

RANDOM EVENTS TABLE

Turn	D6 Roll	Event
After deployment	2+	US preparatory bombardment: whole board.
Start of Turn 3 onwards	4+	German reserve force may arrive. Reroll each turn.
Start of Turn 4 only	3+	Stray bombardment diagonally across the board
Start of Turn 5 only	3+	Ground attack airstrike against random vehicle

als. If the 'Counterattack!' roll fails, the reserves have not yet mobilised, and the German player must try again at the start of next turn.

Disastrous confusion: Sadly, one of the hallmarks of the rapid advance from Normandy was the terrible chaos and destruction wrought by Allied supporting fire hitting friendly troops, either through error, miscommunication, or mistiming. This danger continued throughout the war, so I have included the possibility here. To represent the chances of this, two distinct events may happen during the game.

At the start of Turn 4, on the roll of a 3+, another heavy bombardment mistakenly straddles the area. Trace a line from one randomised corner to its diagonal opposite; any unit even partially within 8" of this imaginary line is immediately subjected to the potential effect of a 'preparatory bombardment', as would normally happen pre-game.

At the start of Turn 5, on the roll of a 3+, a keen US ground attack aircraft has spotted what the pilot is *sure* is an important enemy asset. Resolve a 'Here it comes!' airstrike against one randomly-selected *vehicle* on the table, with the aircraft marker being positioned 18" away in a

random direction (re-roll if the marker goes off-table) before determining the effects of any flak. If there are no vehicles on the table, the pilot will instead fly off, looking for richer pickings elsewhere. This potential attack is entirely independent of any forward air observers fielded by either player, and any US units with the 'Flak' rule will need to roll to avoid shooting at the plane, subject to the normal guidelines.

VICTORY

Due to the changeable nature of this scenario, the victory conditions may alter significantly mid-game, for if the German reserve arrives, the roles of attacker and defender may well switch.

To calculate a winner, total the number of Victory Points (VP) accumulated by each side, and whichever side wins by a margin of three or more, then the day is theirs. VP are also awarded for any units destroyed by the scenario's special events.

If the German reserve does not arrive, then the victory conditions for the end of the game are as follows:

- The US player receives 1VP for each enemy unit destroyed, 2VP for each US unit that reaches within 6" of the German table edge, and 3VP for each US unit that has exited via the German edge;
- The German player receives 3VP for each US unit destroyed.

If the German reserve *does* arrive, then the US player has to switch instead to holding onto the ground they've made and weathering the counterattack without getting cut off! In this case, victory conditions for the end of the game are altered, as follows:

- The US player receives 1VP for every German unit destroyed and 1VP for each US unit that is either still in play on the table or has exited via the German edge.
- The German player receives only 2VP for each US unit destroyed, but gains a bonus 5VP if there are more German units than US units entirely within 12" of the US table edge. ws&s



Despite the odds shifting against them, the US armor and recce platoons still press ahead into the village.



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A SKIRMISH SCENARIO FOR THE AMERICAN REVOLUTION

FIGHTING RETREAT

In the American War of Independence, the fledgling Continental Army was constantly short of supplies due to a lack of money, resources, as well as incompetence and corruption. It was always in need of food for the soldiers and fodder for the animals. Foraging expeditions would often be sent out to collect resources and to prevent the enemy from obtaining them.

By Guy Bowers

n this scenario, a force of Americans have been sent out from their camp to reconnoitre and gather information from the surrounding area. In addition, the troops have been told to forage for supplies and to interdict any British forces doing the same. Unfortunately for the Americans, the British forces in the area are more powerful than expected. The Americans will soon find themselves being surrounded by far superior British numbers.

This scenario is loosely based on the battle of Barren Hill in May 1778. There, a large British force led by Maj. Gen. James Grant discovered and attempted to envelop a smaller American force under the command of the Marquis de Lafayette. Grant tried to surround the rebels and attack them on three sides, but American pickets were able to delay the British long enough

to allow the main force to retreat in good order with a minimum of casualties. Were it not for the swift action of Lafayette, the British would have obtained a great victory.

GAMING THE SCENARIO

This scenario is designed for *Rebels* and *Patriots* but can easily be adapted to *Sharp Practice* or *Muskets and Tomahawks*. It is generic enough to change the period and adapt it to the American Civil War or to the Napoleonic era.

Table setup

The game is played lengthwise on a 6' x 4' table. The Americans are camped in and around a farmhouse and barn in the middle of the table. A winding road runs down the middle of the table from the middle of one short table edge to the other. Clumps of woods dot the table edge, with a few more along the road in order to generally break line of sight. The rest of the table

should be cultivated farmland with fences and crops.

The ground is mainly even with the odd small hill. Use what terrain you have available to make the table look busy before you put down any troops.

Agree with your opponent which of the two long table edges represents north. The other cardinal directions logically follow.

Rebel forces and deployment

The rebels are billeted in the farmhouse and barn. At the start of the game, only two units are active and placed anywhere within 12" of the farm, the Rebel player may choose which two. The rebel forces consist of the following:

American forces

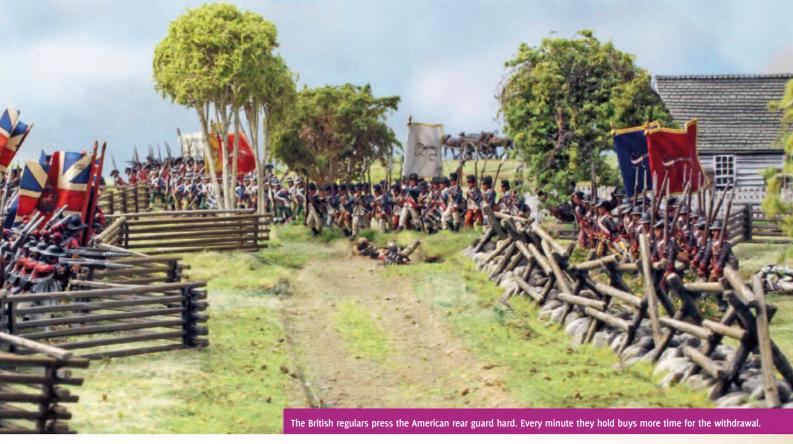
- Captain Gilbert (has the Fortuna Belli officer trait)
- 4x green line infantry (@ 3 points each),
- 1x line infantry that are good shots (@ 6 points each)
 - 2x sharpshooter skirmishers (@ 6 points each).
 - 1x light artillery with limber (@ 6 points).

SPECIAL RULES: Let sleeping dogs lie – Any unit which is not awake (active) cannot move out of the farmhouse or barn until the alarm is raised

A group of men and boys, along with General Washington and his officers, greet the arrival of a supply train in their camp.

© The Anne S.K. Brown Military Collection





(shots have been fired by either side). As soon as this happens, the unit may roll to activate and be placed within 6" of the building it was billeted in as a move action.

Rebel victory conditions

Gilbert's must withdraw as many men as he can from the envelopment. He gains one victory point for every unit which leaves via the western table edge. The artillery is particularly valuable and is worth 3 victory points. Enemy losses are only worth ½ victory point.

British forces and deployment

The trap has been sprung! The British forces arrive in two waves, the first wave arriving immediately on the eastern board edge and the second wave being diced for from turn 4. In addition, there is a flanking force of light infantry to surprise the enemy and outflank him. They will appear at a random point in the scenario (see special rules below).

British forces first wave

- Captain James (has the Brutal officer trait)
- 3x line infantry (@ 4 points each)
- 1x shock infantry (@ 6 points)

Flanking force

• 2x small unit of light infantry (@ 5 points)

Second wave

- 3x Line infantry (@4 points)
- 1x shock infantry (@ 6 points)
- 1x light artillery with limber (@ 6 points).

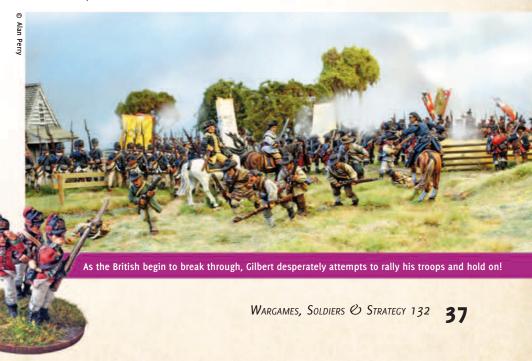
SPECIAL RULES: Envelopment – James has sent a detachment of light infantry to outflank the Americans to block their withdrawal. The British player can choose either the north or south long table edge. The light infantry may be diced for from turn four onwards, arriving on the table edge on a successful move activation. They can be placed on the board edge within 12" of the middle of the long table edge.

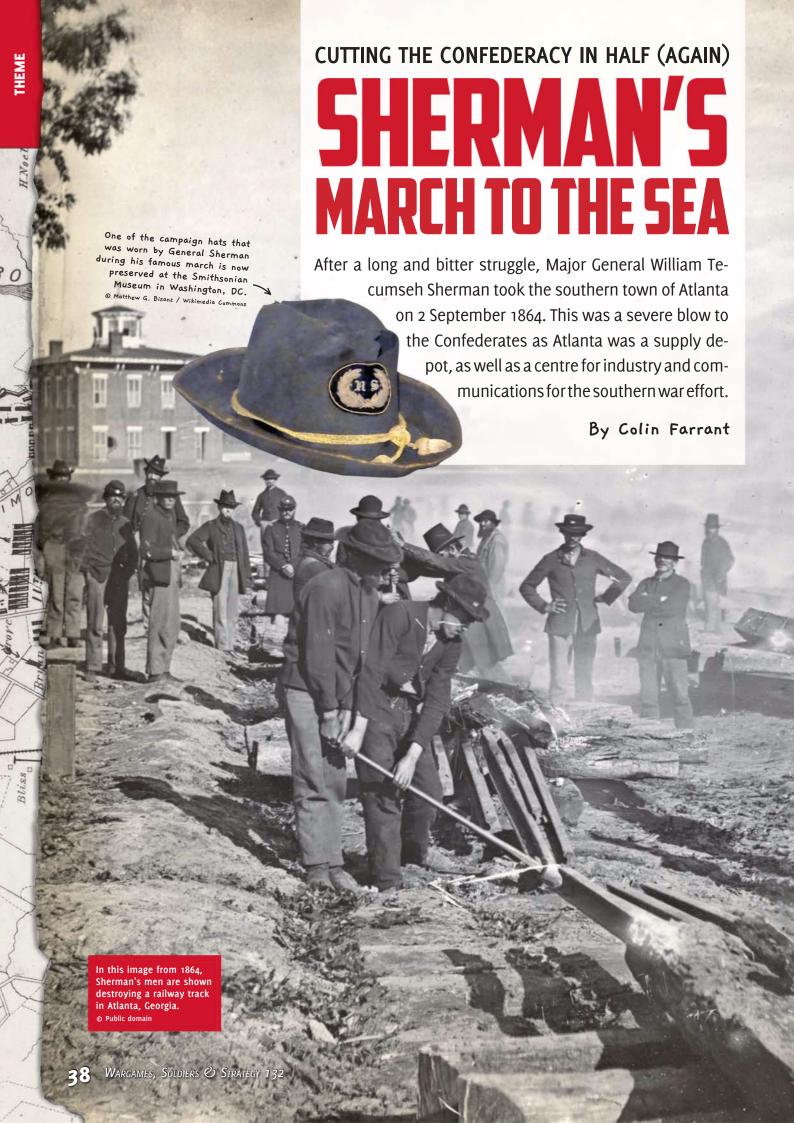
Second wave – The second wave of British may be diced for from turn

four onwards. On a successful move roll, the unit may be placed on the eastern table edge. Once deployed, the unit may move normally.

British victory conditions

The British objective is to eliminate the rebels. Captain James gains one victory point for every American eliminated with the artillery being worth 3 victory points; it can be repurposed and used against the rebels. Killing Captain Gilbert is also worth 3 victory points. The capture of the farm is worth no victory points and the British have no penalties for casualties amongst their own men. **WS&S**





herman's next move was to lead approximately 62,000 men, wagons, livestock, and rations for 20 days on a march east from Atlanta to the coastal town of Savannah, to "Make Georgia howl". While both the President and General Ulysses S. Grant had concerns over Sherman's plan, General Grant trusted his judgement and sent Sherman a telegram saying "Go as you propose".

Sherman had studied the census data of 1860 regarding livestock holdings and grain/corn yields, and planned his route in order to "live off the land". His intention was to be totally autonomous and move far behind enemy lines with no line of retreat. This, he believed, was to be the campaign that decided the fate of the country.

On 10 November, the order was given to disable the railroad, factories, and commercial buildings and put the industrial sector of Atlanta to the torch. This same policy of destruction throughout the march with a scorched earth policy, earned Sherman the title: "The Father of Total War."

The Confederate armies were mainly stationed further North, as Sherman led his army on a trail of destruction through poorly defended farmland as a show of Union might. The message was simple and clear: the Union had the strength of arms to be able to cut through the Southern territory with impunity. The civilian population lived in fear as smoke columns could be seen for miles. No-one in the south knew Sherman's final destination.

Sherman — or "Uncle Billy" as he was affectionately referred to by his troops — split his force into two columns spaced approximately 30 miles apart. This also enabled Union troops to cut a wider path of destruction as they headed east to the coast. Foraging parties, nicknamed "bummers", received orders to acquire meat, corn, and vegetables for the column and burn what they could not carry. Any industrial buildings capable of aiding the Southern cause were a target. Sherman's field order 120 also permitted and encouraged able bod-

ied black labourers to join the march. Many elderly, labourers' wives, and children tailed the column seeking food, protection, and freedom.

Confederate resistance to such large numbers of troops behind the front lines was mainly put up by militia, cavalry, and, in some cases, cadets filling out the numbers. The Confederates simply did not have the manpower in the right place for large-pitched battles.

On 9 and 10 December, Sherman and his mostly intact army reached Savannah. While fortified on three sides, the coastal city was defended by only 10,000 regulars and militia commanded by Lt. General William J Hardee. On 17 December, Sherman called for Hardee to surrender. Instead, Hardee's troops built a pontoon bridge and escaped to South Carolina, leaving the city unguarded. On 21 December, Sherman sent a telegram to Abraham Lincoln saying: "I beg to present to you as a Christmas Gift, the city of Savannah with 150 heavy guns and plenty of ammunition and also about 25,000 bales of cotton".

On the 285-mile, 37-day march, it has been estimated that Sherman's troops tore up 300 miles of rail track, burnt numerous bridges, and cut miles of telegraph lines. Horses, mules, and cattle in their thousands were seized with tons of corn and animal fodder. Hailed by some in the North as a hero, Sherman caused immeasurable damage to the morale of the South. There, he was, and still is, considered a hard and cruel destroyer. **WS&S**



A portrait of William Tecumseh Sherman in uniform. After the end of the Civil War, Sherman was appointed commanding general of the US Army, and became involved in the pacification of Native American tribes in the West. He applied the same brutal tactics he had used in his march through the South. He is famously known as the originator of the phrase: "War is hell".

© Matthew G. Bisanz / Wikimedia Commons

Drawn in 1865, this sketch by artist William Waud shows Sherman's army setting fire to McPhersonville, South Carolina. After reaching Georgia, Sherman then marched back north through the Carolinas, leaving a similar trail of destruction in his wake.

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RAIDING INVADERS AND RAIDING THE INVADERS

WHAT GOES AROUND, COMES AROUND

Sherman decided that for his march through Georgia, he would forego his connection with the north and live off the land as much as possible. Instead, foragers would plunder what the army needed from the countryside. Conversely, Confederate attacks on the foragers and the wagon train would hit the Union where it hurt most.

By Colin Farrant

he following two skirmishes are typical raid scenarios. In 'Dawn Raid' we have a Confederate surprise attack on a Union camp. The tables are turned in scenario 2, 'Bummers' where the Union is raiding a southern plantation and it is up to the Confederates to stop them. As raids were commonplace in

the American Civil War, these scenarios can be used in any theatre and any time.

ACT 1 - DAWN RAID

This scenario takes place before Sherman started his march. It envisages a Confederate raid on a Union encampment attempting to get revenge

@ Public domain

for the sack of Atlanta and disrupt the Union's wagon train.

Forces

The Union has 2 groups of skirmishers, 2 groups of irregular skirmishers, and 2 groups of wagon train defenders guarding 4 wagons. In this scenario, the latter also have the 'surly' characteristic. They have 5 leaders: 1 level two leader with a musician and 4 level one leaders. Total force strength is 54 points.

The Confederates have 3 groups of skirmishers and two groups of cavalry. All groups have spirits & tinder. They have 3 leaders: 2 level two leaders and 1 level one leader. Total force strength is 57 points.

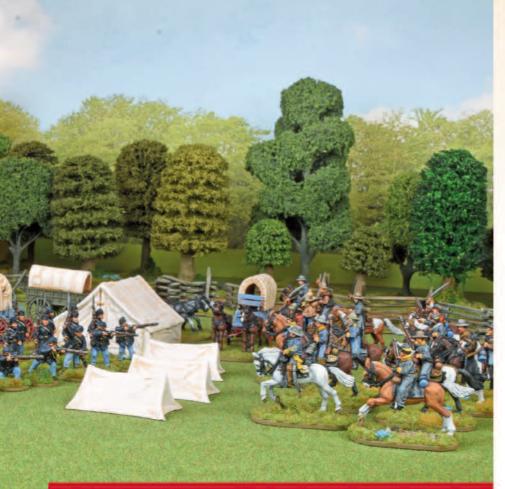
Objectives

The Confederates must make the most of the Union's disorder and destroy as many wagons as they can. The Union must prevent this.

Special rules

The Union deploys both "wagon defence groups" in the outer 18" square. The other groups are camped in the inner 12".





At the crack of dawn, the Union troops get a rude awakening courtesy of a charging Confederate cavalry.

To start, roll a D6 and place a wagon defence group anywhere along the corresponding numbered edge. On a roll of 5 or 6, Union choose the placement. Place the 2nd group opposite.

Roll a D6 for each of the 4 wagons and place on them on the edge of the inner square. Keep the maximum number of wagons per 12" side to two. On a roll of 5 or 6, Union choose the placement.

The wagon defence groups patrol 2d6 (roll for this. On a 1-3, they move clockwise, 4-6 counterclockwise), roll once for both groups. The deployed wagon defence groups will continue patrolling until the alarm is raised.

Troops sleeping in the centre camp remain asleep when their leader token or card is drawn until the alarm is raised. Camped groups and their leaders deploy within 6" of the centre of their camp.

The alarm is raised if a clear line of sight can be drawn to the attacking Confederates. Being caught off guard, all Union groups will gain one shock at this first sighting if this happens before the break of dawn.

Dawn breaks on turn 5 (draw Tiffin 4 times and play remaining flags). Union groups can now deploy and do not pick up shock on spotting the enemy.

The Confederates place their deployment point in one of the four corner triangles on a D6. The triangle corners are 12" from the table corner. On a 5, the Confederates choose their entry point. On a 6, they may take two deployment points.

The Confederates' mission is to burn the wagons (task 8 per wagon) and / or break the Union Force. They may withdraw from the battle at any time.

Table special rules

Capturing deployment points is not possible in this scenario. Please remove the deployment point(s) after all troops have been deployed.

Victory

The Confederates gain 3 points for each wagon set alight and 3 if the Union force breaks. The Union gains 3 points for each intact wagon and 3 if the Rebels break.

Effect on next scenario

At the end of the game, check Union losses. If the Union lose no more than 1 wagon burnt, they gain a mule train for the next scenario. If 2 wagons are burnt, there is no effect. If 3-4 wagons are burnt, the Union suffers a -1 morale for the next scenario.

ACT 2 - BUMMERS

Sherman sent out foragers in groups of 30 men to follow Field Order 120. In this scenario, they are tasked with seizing livestock and grain and burning anything of value to the Confederate war effort. An order was given to encourage healthy male slaves to join the march to assist with the workload and keep the columns moving. However, local Southern troops and roaming cavalry attempt to intercept them.



Map for ACT 1 - DAWN RAID.

Union forces - note troop types differ from the rulebook

Formation	First fire	Cont. volley	Crashing volley	Step out	Drill	Weapon	Characteristics	
Skirmishers (Size: 6, Type: skirmishers)								
Always	Yes	No	No	2	No	Rifled musket	Sharp Practice	
Irregular Sl	Irregular Skirmishers (Size: 6, Type: irregular)							
No	Yes	No	No	2	No	Rifled musket	Surly	
Wagon Train Defence Group (Size: 8, Type: militia)								
No shock	Yes	No	3	2	No	Musket	Poor shots	

Confederate forces - note troop types differ from the rulebook

Formation	First fire	Cont. volley	Crashing volley	Step out	Drill	Weapon	Characteristics	
Skirmishers (Size: 6, Type: skirmishers) Points: 1								
Always	Yes	No	No	2	No	Rifled musket	Sharp Practice	
Confederat	Confederate Cavalry (Size: 8, Type: dragoons) Points: 9							
Always	Yes	No	No	2	No	Mxd (as fowling pc)	Tally ho!; Sam Colt's Equaliser (as tomahawks)	
Confederate Line (Regulars 1861-2 to reflect poor quality troops, Size: 8) Points: 5								
Always	Yes	First only	No	2	3	Smoothbore musket	Buck & ball, Rebel Yell	

For this scenario, a collection of suitable farm buildings is needed. Ideally, this will include a farmhouse, a barn, a shed and plenty of crops and fencing. Place these near the centre of the table and then distribute according to your model collection an assortment of wagons, animals, crops, and farm produce (sacks etc). As the Union forces will enter from a random edge, distribute their "targets" evenly across the table.

Forces

The Union has 4 groups of skirmishers and 1 wagon train defence group. All groups have spirits & tinder. They have 4 leaders: 2 level two leaders, and 2 level one leaders. Total force strength is 67 points.

The Confederates have 2 groups of skirmishers, 2 groups of cavalry, and 1 group of poor quality line infantry. They have 4 leaders: 2 level two leaders, and 2 leavel one leaders. Total force strength is 61 points.

Objectives

The Union forces must loot as much as they can at the farm, and at the same time see off any Confederate forces. The Southerners must prevent this from happening.

Special Union rules

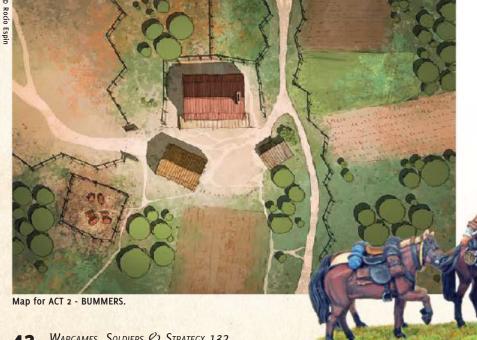
Deployment is as per the rules. In the first turn, only the blue chips and tiffin are "in the bag" (no flags). The Union rolls for table edge after set up, and one Confederate group occupies a building (see Confederate notes).

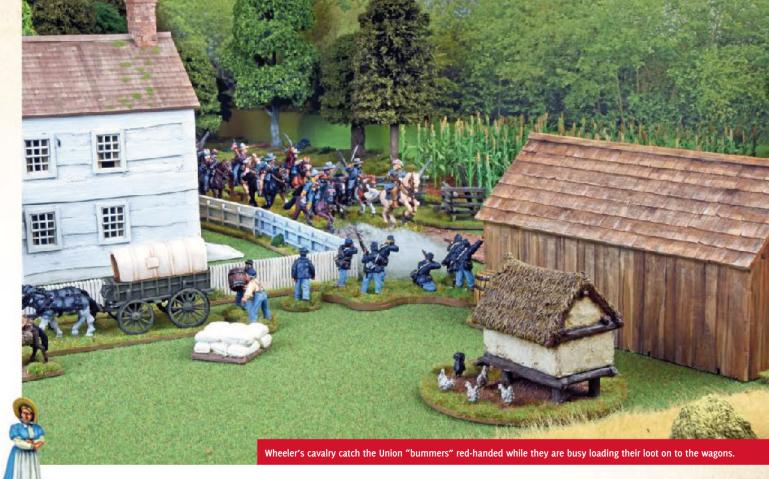
If animals cannot be captured, they may be shot (normal rules, kill on 3+). If 1 or 2 is rolled, the animals will flee 2d6 directly away from the firing group. More points are scored if animals are captured (as per rulebook task 6) and either led off-table, or "hog tied" and loaded onto a wagon (task 6). Grain, corn, etc. can be set alight or loaded onto a wagon (task value 4).

The train defence group leader (or senior officer in range) may move the wagon at a walking pace when his chip is pulled. Wagons need a minimum of 1 man to drive, and remain stationary if unmanned. Union troops may exit with or without forage goods at any time in the game.

Place an assortment of slaves around the farm. The workers will

> "down tools" and walk (2d6) towards Unioncontrolled wagon(s) after Tiffin is drawn and before flags are "played out." If one or more slaves are within 2"





of a wagon, they will reduce the task score for loading by 2.

Special Confederate rules

Standard deployment is used with one exception. One group and a level 1 leader are in a random building. Number the buildings and in secret, roll a die and put it on the table with the number at the top. Cover the score to keep the building the unit is in a surprise to the advancing Union troops.

Union mission objectives
Gain forage and cripple the farmstead.

Depending on the available figures, agree on a "points value" for capture and kill/burn along these lines:

	Points if destroyed	Points if stolen
Farmhouse	1	0
Barn	2	0
Shed	1	0
Wagon	1	1
Pigs	1	2
Chickens	1	2
Corn sacks	1	2
CSA morale	3	0

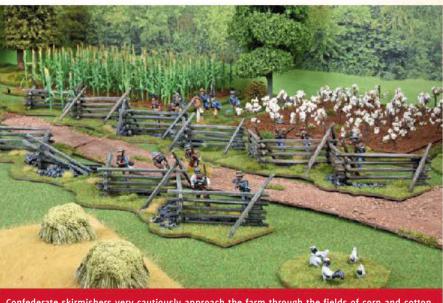
At the end of the game, the Union will attract D3 slaves to their column (even if the Union retreats due to a collapse of morale). This becomes D6 if the Confederates withdraw with morale 0. Make a note of the score as this may be used in "Act 4".

Confederate mission objectives Prevent the destruction of the farmstead and drive off the foraging "bummers".

Once the maximum available point score is calculated, make a note as

the Confederates get the remainder. For example: if there are a maximum of 11 points available for stealing and burning and the Union manage to score 6, the Rebels will score 5. If one of the forces withdraws to a morale collapse (morale 0), the other force gains an extra 3 points.

Deployment points may not be captured in this scenario. Each deployment point is removed once all available units have been deployed onto the table. **WS&**



Confederate skirmishers very cautiously approach the farm through the fields of corn and cotton.

BOTH SIDES STOPPED IN THEIR PROVERBIAL TRACKS

WAGONS, TRAINS, AND BRIDGES

Railroads and bridges, as so often, shaped the movements of the armies during the American Civil War. Tearing up the enemy's railways prevented troop movements and resupply, and building a bridge allowed an army to escape geography's constraints. It was no surprise then that both played a vital role in Sherman's campaign as well.

By Colin Farrant

he South lacked the industrial capacity of the North and by 1863, their rail network was beginning to suffer from overuse and a general lack of maintenance and spare parts. The system was vulnerable to Union raiders who could rip up tracks and destroy railway stations. At this time, steam locomotives required refilling with water every 90 miles or so, so railway halts were vital to the network and a prime target for the enemy.

On campaign, Sherman's army brought its own engineers corps with pontoons, so temporary bridges could be constructed while en route. The soldiers were also given instructions to recruit able-bodied slaves to build a pioneer corps, specifically to help the engineers and to improve the army's progress.

ACT 3 - SHERMAN'S NECKTIE

Earlier in the war, troops tended to remove rail tracks, lifting them out and throwing them into the bushes to disrupt the movement of troops and supplies. It soon appeared, however, that tracks were easily retrieved and put back, delaying trains only for a short while. This was clearly ineffective, so instead troops were told to lift a section of track, heat it over a fire, and twist or

bend the track around a tree to deform the metal. Doing so truly made the rails unusable for the Confederates.

This process of destroying the track became known as Sherman's necktie. Railway stations were also targeted to disrupt transport and, as telegram wires followed rail tracks, these were also cut down to disrupt communications. Railways had been key to moving supplies and reinforcements to the front, so the destruction of this infrastructure caused untold damage to the Confederate war effort.

Forces

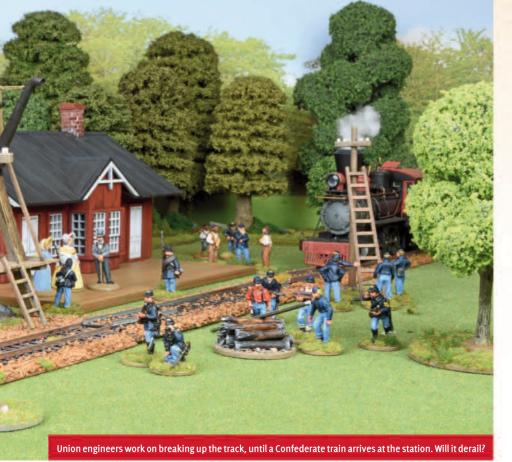
The Union has 2 groups of skirmishers, 2 groups of cavalry, and 2 groups of engineers with carts. All groups have spirits & tinder. They have 6 leaders: 2 level two leaders, 4 level one leaders, one of whom is with each group of engineers. Total force strength is 68 points.

The Confederates have 2 groups of skirmishers, 2 groups of cavalry, and 3 groups of Confederate line. The latter have the 1861-62 characteristics to reflect their quality. They have 4 leaders: 2 level two lead-



Sherman's forces storm their way south, burning, looting, and tearing up railway tracks as they go.

@ Public domain



ers, 2 level one leaders. Total force strength is 68 points.

Table features

For this scenario, you will need a track and a train. Place a set of straight rail track in the middle of the table, running from one short edge to another. Place a station and associated outbuildings, water tower, windmill fuel supplies, etc., alongside the track, roughly in the middle of the board.

Place four telegraph poles along the track and dot a few civilians and slaves around for visual effect. Place a tree or three 8" from the track near the station. Once the Union Engineers declare which track section they plan to remove, place a fire halfway between this and the nearest tree.

Special Union rules

Only blue chips and Tiffin are placed in the bag for the first 2 turns (no flags). This is to give the Union a chance to sabotage the railway before the Confederates arrive.

The Engineers are considered a group and a level 1 leader for morale purposes in

case "bad things happen". They are equipped with ladders, wire cutters, spanners and wrenches, spirits and tinder.

The Union deployment point is placed touching the track, at least 15" from either end of the table. Before the Confederates deploy, an 8" barricade (2 x 4") may be placed anywhere on the table.

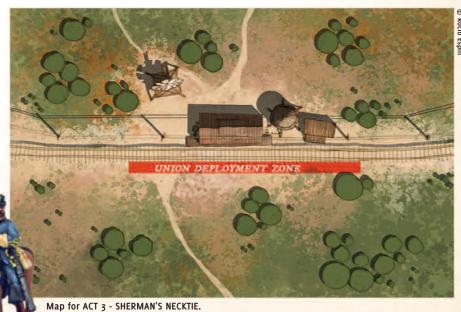
It is assumed that the Union troops have a large fire and are caught as they prepare to make a necktie. To carry the removed rail section, at least 2 men are required, and they move with -2 pips per dice penalty.

Special Confederate rules
Roll for the long table edge, then roll a D3 to place the deployment point in the centre of the left, middle, or right-hand section of the table. One group of Rebel line troops are aboard the train, they do not deploy onto the table.

At the start of turn 4 (after Tiffin has been drawn 3 times) and the flags have been "played out", place the "?" marker in the bag. When this marker is drawn, roll for the table side and the train will enter play, immediately moving 3D6. At the beginning of the next turn, the train will move 2D6 as the brakes are applied and it is starting to slow down.

On the next turn, the Rebels can choose to move 1D6 or to stop the train. If the train reaches a section of track where any rails have been removed, it will derail. If that happens, it will topple over on the side where the track has been removed. Any troops inside will immediately take D3 wounds and D3 shock per group. The group will then deploy within 6" of the carriage door facing a random direction. This deployment takes 2 actions.

In the event of a derailment, any persons from either side likely to be hit are removed from play on a D6 4+. No shock is applied to the affected side.



Union forces

Formation	First fire	Cont. volley	Crashing volley	Step out	Drill	Weapon	Characteristics	
Skirmishers	(Size: 6, T	ype: skirmishe	rs)					Points: 11
Always	Yes	No	No	2	No	Rifled musket	Sharp Practice	
Union Cava	ılry (Size: 8	3, Type: dragod	ons)					Points: 13
Always	Yes	No	3	2	No	Br. ldng. carbine		
Engineer G	roup with (Cart, includes	level 1 leader (Siz	ze: 6(7), Тур	oe: spe	cial)		Points: 5
No	No	No	-	-	No	-	Re-roll tasks 1s	
Union Infar	ntry (Size: 8	8, Type: regula	rs)					Points: 9
Always	Yes	2	2	2	No	Rifled musket	Stubborn	

Confederate forces

Formation	First fire	Cont. volley	Crashing volley	Step out	Drill	Weapon	Characteristics	
Skirmishers (Size: 6, Type: skirmishers) Points:								
Always	Yes	No	No	2	No	Rifled musket	Sharp Practice	
Confederate Cavalry (Size: 8, Type: dragoons)							Points: 9	
Always	Yes	No	No	2	No	Mxd (as fowling pc)	Tally ho!; Sam Colt's Equaliser (as tomahawks)	
Confederat	Confederate Line 1861-1862 (To reflect poorer quality troops; Size: 8) Points: 5							
Always	Yes	First only	3	2	3	Smoothbore musket	Buck & Ball, Rebel Yell	
Confederate Line (Size: 8) Points: 9								
Always	Yes	First only	2	2	2	Rifled musket	Rebel Yell	

Union mission objectives Complete the necktie, burn the station, and cut the telegraph lines. They earn points by completing tasks as follows:

	Task value	Points
1. Remove rail section	10	2
2. Heat rail track	15	0
3. Make necktie	10	3
Burn down station	11	2
Cut telegraph wire	8	1
Confederate morale 0	0	3

Confederate mission objectives

The Confederate objective is to prevent the Union attack and drive them from the field. Confederates score inverse points to the Union. If the Union removes rail track and makes necktie, they gain 5, and 8 if Confederate morale drops to 0; If the Union morale falls to 0, the Rebels get an additional 3 points over and above any destruction they prevent.

No deployment points may be captured during this encounter, remove once all troops have been deployed.

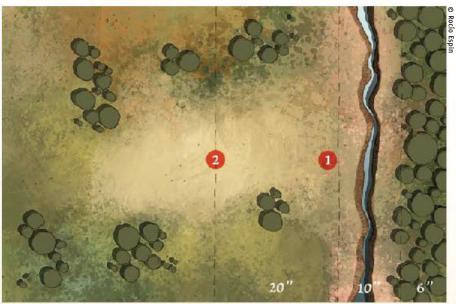
At the end of the game (even if the Union withdraw morale 0) D3 slaves join the Union marching column. This becomes D6 should the Confederates withdraw morale 0. Make a note of the number as slaves may assist in "Act 4".

ACT 4 - EBENEZER CREEK

The Union column, trailed by hundreds of freed labourers and their families, needed to cross the wide, rain-swollen, 10-foot-deep Ebenez-

er Creek. Engineers built a pontoon bridge and freed slaves were "held back" until all Union Troops and wagons passed.

When General Joseph Wheeler's Confederate cavalry arrived and started firing, Union General Jefferson C Davis gave the order to cut the ropes destroying the bridge. Many of the refugees were left to their fate and left stranded by the Union



Map for ACT 4 - EBENEZER CREEK.



troops. Some attempted to cross and drowned, others were cut down by Wheeler's cavalry. The few survivors were taken back into slavery. This event became known as the Ebenezer Creek massacre.

I have taken a "what if" approach and considered the outcome had the Confederates arrived a few hours early. I have added in the moral dilemma to the gamer regarding the care of the freed workers

Forces

The Union has 1 group of skirmishers, 4 groups of infantry, 1 group of cavalry, and 2 groups of engineers, each with a cart. They have 6 leaders: 1 level three leader with musician, 1 level two leader, 4 level one leaders, one of whom is with each group of engineers. Total force strength is 92 points.

The Confederates have 1 group of skirmishers, 2 groups of cavalry, and 4 groups of Confederate line. They have 5 leaders: 1 level

three leader with musician, 1 level

two leader, 3 level one leaders. Total force strength is 90 points.

Table features

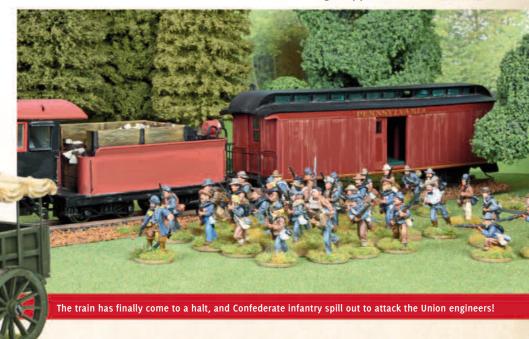
For this scenario, you will need a creek long enough to run from one short table edge to the other, plus a pontoon bridge. Place the creek 6" from one of the short table edges and mark the two Union deployment points. Add plenty of trees to the table, yet leave a central 'pathway' fairly open to the creek.

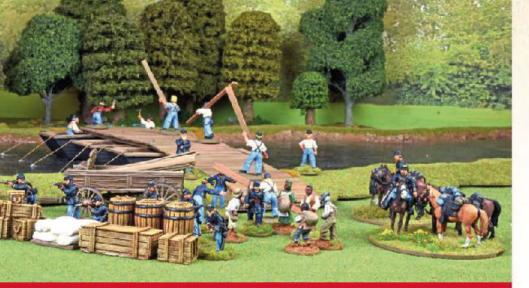
Union special rules

Deployment point 1 touches the creek in the middle of the table. This

point is where the wagons with their engineers deploy along with the cavalry, and any freed slaves you may have accumulated in previous games. If playing as a stand-alone game, take D6 workers. While deployment point 1 must be touching the creek, the engineer's wagons may be placed within 8" of this point.

If a Union group is forced to withdraw, it will head for the bridge and cross if complete. Otherwise, it will stand and wait. If a group cannot withdraw, it will take an additional point of shock. A roll is still required on the "bad things happen" chart.





Freed slaves assist the Union engineers in laying a bridge across Ebenezer Creek while the cavalry keeps watch.



The Union army begins to cross the Creek. The site is defended by regular infantry behind a make-shift barricade.

Deployment point 2 is in the centre of the table, 20" from the creek bank and must be used by line troops and skirmishers. Deployment points cannot be captured in this scenario. Remove both after turn 1.

Before the Confederates roll for their deployment point on the short edge of the table, 8" of barricade (2 x 4") may be placed anywhere "deployment side" of the creek.

Union mission objectives
Build a pontoon bridge (task 50), and cross the creek.
Once per turn, freed slaves that have accompanied the engineers may add 1 "pip" per person to the task value.
Points are awarded to the value of each group and leader once they are over the bridge if at least 50% of the unit make it.

Half points are gained if under 50% of the group crosses the bridge.

Freed slaves are costed at one point per model and can only be moved individually, using flags.

OTHER RULESETS

The scenarios in this article and the previous one should be perfectly gameable with other skirmish American Civil War systems, simply by substituting the forces involved. For example, to adapt the scenarios to *Rebels and Patriots*, simply treat the forces as follows:

- Union cavalry mounted skirmishers who are good shooters @ 6 points
- Union skirmishers light infantry @ 6 points
- Union line veteran line infantry @ 6 points

No points are awarded if the Confederates withdraw with morale 0. It is assumed all remaining groups and leaders cross the creek. Should Union morale fall to 0 before the bridge is built, all is lost and the march has failed as troops are forced to surrender.

Confederate special rules

The Rebel deployment point cannot be captured in this scenario, and should be removed from the table once all groups have been deployed. As the Confederates are tailing the Union Column and enter the table at a left-hand short edge. Place the deployment point touching the table edge.

Points are awarded to the value of each enemy group and leader killed or surrendered.

Special rules scenario phased start Only blue chips are placed in the bag for the first turn (no flags or tiffin). This gives the Union time to start the bridge. For the second turn add in all blue "chips" and grey Cavalry and Skirmish group leaders only, together with flags and tiffin. For turn three, add in all chips for both sides.

There you have it. The winner of the mini-campaign is the side that won the most scenarios. I hope they inspire you to add some more variety to your American Civil War gaming. **WS&S**

- Union engineers / wagon train guards – green infantry @ 3 points
- Confederate cavalry shock cavalry @ 6 points each
- Confederate skirmishers light infantry @ 6 points
- Confederate line aggressive, veteran line infantry who are poor shots @ 6 points
- Confederate militia aggressive, green line infantry who are poor shots @ 3 points

Some balancing may be required for each scenario.

Old Glory Miniatures UK



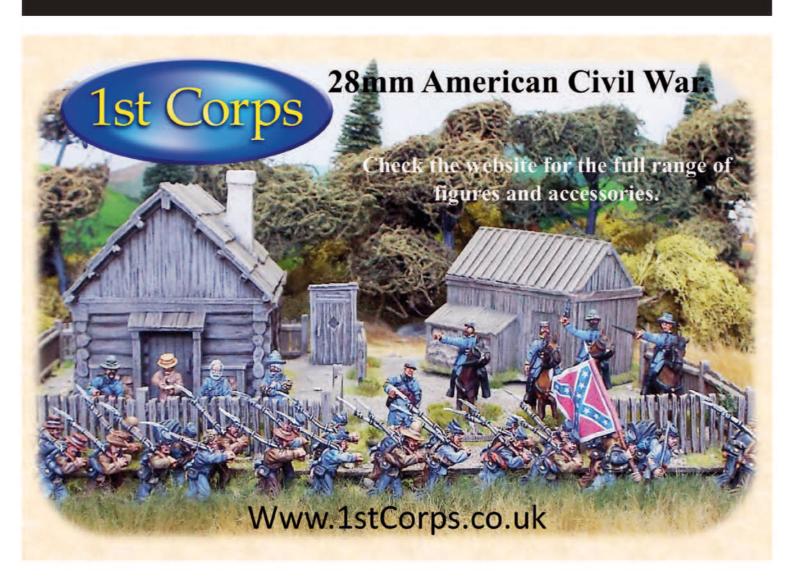
Sash and Saber.
A.C.W.
28mm and 40mm
Over 60
28mm Packs
&
Over 50
40mm Packs
Infantry ,Cavalry,
Artillery, Generals
Limbers & casualties for
both sides in both Scales



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THE BATTLE OF HONEY HILL, 30TH NOVEMBER 1864

THE SWEETEST VICTORY

As General Sherman continued his march to the coast, with the aim of presenting President Lincoln the crucial port city of Savannah as a Christmas present, other commands were trying to aid his advance by carrying out independent operations of their own.

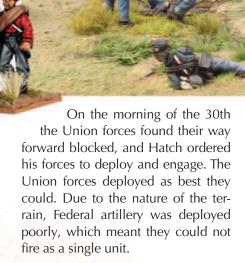
By Eoghan Kelly

he Coastal Division of the Department of the South, the Union command that had, up until this stage, spent a significant amount of the war engaging Confederate forts, conducting coastal raids and also attempting to reduce defences around Charleston in South Carolina was one of those commands. General John P. Hatch was an experienced career soldier, having joined the regular army in 1845. He served in the Mexican American War and won the Congressional Medal of Honour for his bravery at the Battle of South Mountain in 1862. He was tasked with mounting a naval expedition to land at Boyd's Neck in South Carolina and to cut the Charleston to Savannah railroad, thus cutting the flow of supplies into and out of the port. A force of approximately 5,000 men was assembled, mainly consisting of infantry but with naval troops too.

The expedition left Hilton Head on 28th November 1864, landing late on the next day, delayed by heavy fog and uncertainty about their exact location. The landings were chaotic with

regiments getting mixed up as they formed, which meant the brigades were not cohesive. The force moved off late, but the weather, poor maps and guides (who seemed to be guides just because of the sums of money on offer) meant the force became lost and had to retrace its route until they found the right road in the early hours of the 30th of November.

Whilst this was all happening, the Confederate forces in the area were not inactive. Having guessed the intentions of the expedition, Colonel Charles Colcock CSA, assembled a force of regulars and militia, nominally under the command of General G. W. Smith, and proceeded to dig in across the main road the Union forces would be using. Smith, who had (very) briefly commanded the Army of Northern Virginia at Seven Pines following the wounding of Joseph E. Johnston, found his nerve broke as it had in 1862, and handed command of the force over to Colcock, who had showed a keen eye for defensive terrain. He picked an excellent position to defend, dug in, and waited.



PLAYING HONEY HILL

The following scenario is generic, so designed to be adapted to any wargaming rules set. Simply treat each regiment as a 'unit' and each battery as a single gun. The battle is quite extensive, so it could be broken down into sections (Brigade versus brigade) or the number of units scaled (by a half or a third) to match the collections available.

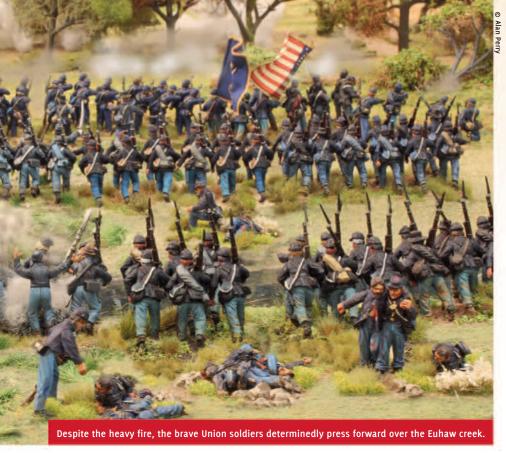
The most important factor in the battle was the terrain. The Union attempted to storm a defended position on top of a rise. While they will have the numbers, as in the original battle, the Confederates have the full advantage of the terrain.

With each command broken down into brigades, the battle does lend itself to *Black Powder* very well. On

Sherman's army encountered plenty of difficult terrain in their march through South Carolina. This sketch by artist William Waud shows Weaver's Brigade fighting its way across the Little Salkahatchie February, 1865.

@ Public domain





a smaller scale, it could be adapted to *Sharp Practice* or *Rebels and Patriots*, giving the Union more points but the Confederates the heights and defences.

The armies

UNION

The chaotic nature of the advance meant brigades had become mixed up, and this in effect meant regiments operated in an uncoordinated way as brigade commanders had units 'lost' between regiments they did not command. The poor terrain also meant that artillery batteries could only fire on their own initiative and not coordinate their effects.

In game terms, the Union should have some form of penalty to any order tests if they aren't advancing along the road or in the open. In *Black Powder* terms, it should be a -1.

All regiments had an average of 400 men unless otherwise stated – so should be treated as standard-sized units. The naval brigades should be counted as small units.

Union Commander:

Major General (Brevet) John P. Hatch

1st Brigade

Commander: Brigadier General Edward E. Potter

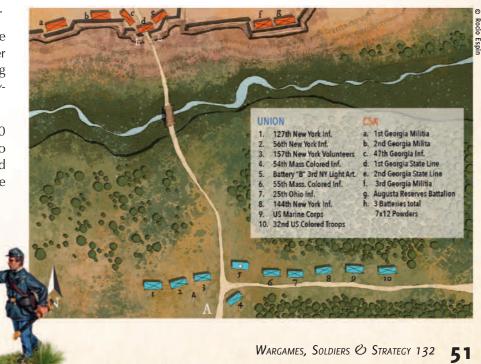
- 25th Ohio. Lt Colonel Nathaniel Haughton. Experienced regiment. Battle-hardened. Average morale. High quality.
- 32nd U.S. CT (Coloured Troops). Colonel George W. Baird. Raw regiment. Good morale. Poor quality.
- 34th U.S. CT. Lt Colonel William Marple. Experienced regiment, used to the terrain and conditions of the area. Good morale. Average quality.
- 56th New York (the 10th Legion).
 Lt Colonel Rockwell Tyler. Vet-

- eran regiment. Battle-hardened. Average morale. High quality.
- 127th New York (the Monitors). Colonel William Gurney. Relatively inexperienced. Average morale. Average quality.
- 144th New York. Colonel James Lewis. Veteran regiment, but with many inexperienced troops. Average morale. Average quality
- 157th New York Volunteer. Lt Colonel James C. Carmichael. Experienced regiment. Battlehardened. Average morale. High quality.
- 35th U.S. CT. Colonel James
 C. Beecher. A green regiment.
 Average morale. Poor quality.
 This regiment was present at the battle but was too far behind to have taken part in it. As an optional rule this can be used as a reinforcement, but only becomes available two turns after the Union reserves have arrived.

2nd Brigade (reserve)

Commander: Colonel Alfred S. Hartwell (of the 54th Massachusetts)

- 54th Massachusetts. Colonel Alfred S. Hartwell. Experienced regiment, well-trained and well-led. High Morale. Above average quality.
- 55th Massachusetts. Lt Colonel Charles B. Fox. Experienced regiment. Average Morale. Average quality.
- 102nd U.S. CT. Colonel Henry
 L. Chipman. Experienced and





with a reputation for reliability. Average morale. Average quality.

Naval Brigade (reserve)

Commander: Commander George H. Preble

- Sailor Battalion of Infantry. Navy Lt. James O'Kane. Composite battalion, well-led but of questionable value. Average Morale. Poor quality.
- USMC Battalion. Marine 1st Lt G. G. Stoddard. Composite battalion. High morale. Good quality

Artillery Brigade

Commander: Lt Colonel William Ames (of 3rd Rhode Island Heavy Artillery)

- Battery A, 3rd Rhode Island Heavy Artillery. Captain W. H. Hammer. Average morale. Average quality. 4 x 12lb guns
- Battery B, 3rd New York Light Artillery. Captain T. J. Meseareu. Average morale. Average quality. 4 x 12lb guns
- Battery F, 3rd New York Light Artillery. Lt. E. H. Titus. Average morale. Average quality. 4 x 12lb guns.

Cavalry

 4th Massachusetts Volunteer Cavalry, 2 squadrons. Captain George Hurlbut. Average morale. Average quality

CONFEDERATE

CSA unit rosters are poor for this period. Commanders are noted where

known. Regular infantry units have approximately 300 troops each, so are treated as regular-sized units. Militia had around 200 and State Line and reserve units had 100 in each, so should be treated as small units.

Confederate Commanders:

Major-General Gustavus W. Smith (theoretical); Colonel Charles J. Colcock (in practice)

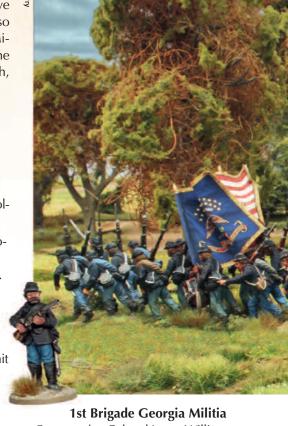
Provisional Brigade of the CSA Commander: Colonel Charles J. Colcock

- 47th Georgia Infantry. Lt Colonel Aaron Edwards. Experienced regiment. High morale. Good quality.
- 3rd South Carolina Cavalry, 4 squadrons. Major John Jenkins. Experienced troops. Good morale. Average quality. The unit was not present at the start of the battle and arrives on the board in turn three.

Artillery

Commander: Colonel Ambrosio José Gonzales

- Beaufort Artillery: Captain Henry M. Stuart. 1 battery of 2 x 12lb guns. Good morale. Good quality.
- DePass's Battery: Captain W. L. DePass. 1 battery of 2 x 12lb guns. Good morale. Average quality.
- Lafayette Artillery: Captain J. F. Kanapaux. 1 battery of 3 x 12lb guns. Good morale. Average quality.



Commander: Colonel James Willis

- 1st Georgia Militia. Colonel Thomas J. Pilgrim. Average morale. Poor quality.
- 2nd Georgia Militia. Average morale. Poor quality.
- 3rd Georgia Militia. Average morale. Average quality.

Georgia State Line Brigade Commander: Lt Colonel James Wilson

- 1st Georgia State Line. Colonel E. M. Galt. Good morale. Poor quality.
- 2nd Georgia State Line. Colonel Stapleton. Good morale. Average quality.

Reinforcements (arrive on turn 5) Commander: Brigadier General Beverly H. Robertson

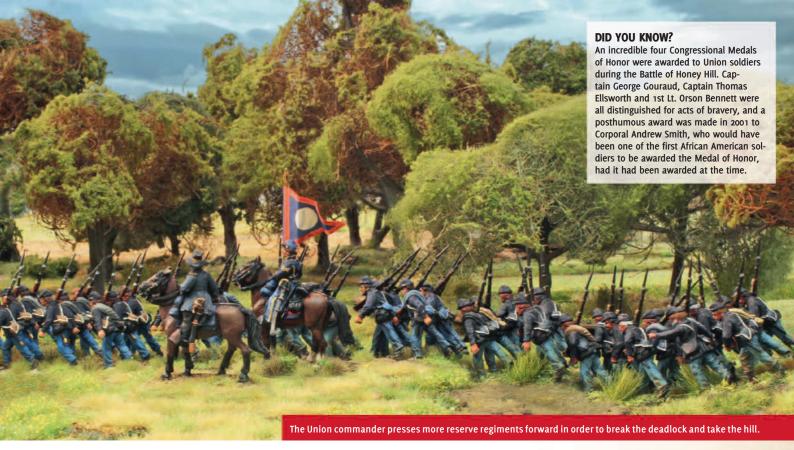
- 32nd Georgia Infantry. Lt Colonel Edwin H. Bacon. Experienced regiment. High morale. Good quality.
- Inglis Light Artillery. Captain William E. Charles. Experienced artillery unit. 3 x 12lb guns. Good morale. Good quality.

Army reserve (subordinate to Army commander)

Athens Reserves Battalion. Major Ferdinand W. C. Cook. Good morale. Poor quality.



At the top of Honey Hill, the Confederate artillery rain hell down on the advancing Yankee regiments



 Augusta Reserves Battalion.
 Major George T. Jackson. Good morale. Poor quality.

The terrain

The area was swampy with marshes, creeks, and dense forest as well as thin pine woodland. It all counts as difficult terrain except for the Marine battalion.

The dense woodland breaks line of sight, so units can only fire (and be fired at) once they reach the very edge of the woods. As noted above, there is also an order penalty for moving through the woodland.

The escarpment the CSA forces sit on top of is steep and barren, providing no cover. However, the Confederates have built defences, so they have the full benefit of cover. Their trenches and fieldworks count as hard cover from artillery fire and medium cover from musket fire.

Scenario rules

The US reserves enter the board on turn 4.

Artillery may not be moved once deployed. The weather is overcast, but there is no chance of rain. Fires may not be caused in woods or forest. The battle lasts 12 turns maximum.

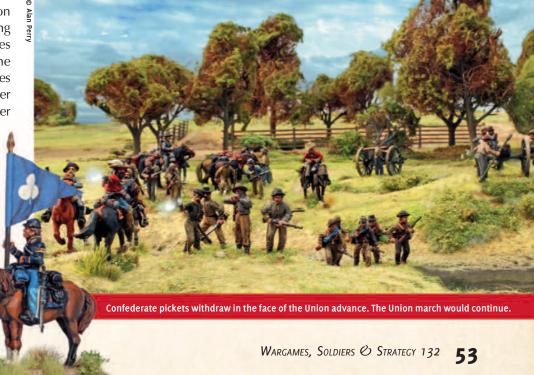
HISTORICAL OUTCOME

The Union forces found the going very difficult, especially under the fire from the CSA artillery. Union forces managed to get to the creek but found further progress all but impossible. Hatch, seeing his mounting losses, broke off the engagement once it got dark.

The battle was a disaster for the Union forces. They lost nearly 100 killed, over 600 wounded and some captured. Compared to this the Confederates lost 8 dead and 42 wounded. There were some notable points,

however. This was one of the first times that African American units had been deployed in large numbers, and they had acquitted themselves well. It was also one of the few occasions that the US Marines were deployed in battle on land in the Civil War.

Hatch withdrew to his transports and ultimately returned to his base. Despite the failure to cut the railroad, the fate of Savannah was sealed, surrendering to Sherman's forces three weeks later. **WS&S**



ARMIES FOR SHERMAN'S MARCH TO THE SEA

UTTING UP THE CONFEDERACY

The American Civil War in the latter phases (1864-1865) consisted mostly of bombardments, entrenchments and sieges, reminiscent of the Great War some 50 years later. However, one major campaign returned to the fast open warfare that had been prevalent in the early years, Sherman's march through Georgia to the port of Savannah.

By Guy Bowers

he march cut a swathe of destruction through the Confederacy. The troops had to be self-sufficient or find what supplies they could en route. It was, in effect, a giant raid, but on a scale not seen before. Sherman stayed in Savannah for the winter before continuing his march into the Carolinas.

As the Union and Confederates wore very similar uniforms, there was a lot of cross over between ranges. What follows is a brief guide to the models available. Space and time prohibit us from covering every single manufacturer, so we use what has been supplied in time for our deadline. For the range classifications, we look at the size and extent of the range of miniatures and accessories, classifying them as follows: Basic (a few random or specialist packs); Standard (has the essentials, infantry, and cavalry); Comprehensive (as Standard,

but with commanders and cannon); and Near Complete (you would have to think hard to come up with units they do not have). WS&S

> A pair of Union soldiers armed with pistols and bayoneted muskets pose for the camera in this Civil War-era tintype. @ Public domain



Foundry Miniatures 40 mm

Range: Comprehensive Size: 39 mm 'foot to eye' or 43 mm tall, 60mm in saddle

Price: £5.00 per infantry or £12.00 per cavalry model, the gun is £14.00

Foundry has a range of 40mm miniatures, including 14 Cavalry and 35 infantry, plus a 'Napoleon' gun with crew.



Dixon 28 mm

Range: Complete

Size: 25mm 'foot to eye' or 29mm tall; cavalry are 45 mm tall Price: £1.75 per miniature; £4.50 for mounted

Dixon has a very good range of ACW models including sharpshooters, Zouaves, African American troops, and some nice vignettes.



Eagle Figures 28 mm

Range: Comprehensive Size: 27 mm 'foot to eye' or 30 mm tall, 45mm in saddle Price: £1.80 per infantryman or £4.40 per cavalryman

The Eagle Civil War range is being modernised with new figures – the artillery crew shown will soon be replaced by modern figures, like the command shown.



Essex Miniatures 28mm

Range: Comprehensive Size: 27mm 'foot to eye' or 30mm tall; 44mm in saddle Price: £2.00 per miniature

Essex Miniatures has a good range of 32 packs in 28mm. They also have a range in 15mm. The ranges include infantry, cavalry, characters, artillery, and casualties.



1st Corps 28 mm

Range: Complete

Size: 27 mm 'foot to eye' or 30 mm tall, 44mm in saddle

Price: £12.00 for a pack of 8

infantry or £12.00 for 4 cavalry

1st Corps has a comprehensive range for the American Civil War, containing over a hundred packs. These include infantry, cavalry, characters, artillery, limbers, casualties, and battlefield debris.



Foundry 28 mm

Range: Complete

Size: 27mm 'foot to eye' or 30mm tall; cavalry are 44 mm tall

Price: £14.00 for a pack of eight infantry or three cavalry

Foundry has a comprehensive range for the Civil War, sculpted by Alan and Michael Perry. It contains 64 packs of infantry, 3 of dismounted cavalry, and 12 packs of mounted cavalry.



Perry Miniatures 28 mm

Range: Complete

Size: 28 mm 'foot to eye' or 32 mm tall, 45mm in saddle

Price: £8.00 for six infantry and £9.50 for three cavalry

The Perry range of ACW miniatures contains both plastic and metal miniatures. The range includes African American heads (for conversion) and mounted bushwhackers.



Studio Historia 28 mm (STL)

Range: Comprehensive Size: 28mm 'foot to eye' or 32mm tall; 45mm in saddle Price: \$20.00 for an STL pack

with several infantry variants

Studio Historia offers several STL packs of 28mm miniatures for both the Confederates and Union, with a recent Kickstarter adding artillery and Zouaves to the range.



Warlord Games 28mm

Range: Comprehensive (infantry and artillery)

Size: 28 mm 'foot to eye' or 31 mm tall, 36mm in saddle

Price: £29.50 for 24 infantry (with flags) or £25.50 for 3 cannons

Warlord Games has recently released a range of resin 28mm ACW miniatures, including command (mounted and dismounted), infantry, and artillery.



Newline Design 20mm

Range: Comprehensive

Size: 20mm 'foot to eye' or 22mm
tall; cavalry are 36 mm tall

Price: £2.40 for four infantry or
£9.80 for a 24 man regiment

Newline have a large range of 20mm ACW miniatures, including infantry, cavalry, horse holders, artillery, limbers, and casualties.



Blue Moon 18mm

Range: Comprehensive Size: 18mm 'foot to eye' or 21mm tall

Price: £16.00 for 30 infantry

Blue Moon makes a comprehensive range of infantry, artillery, and cavalry. It is available through Old Glory UK.



AB Figures 15mm

Range: Comprehensive Size: 17mm 'foot to eye' or 19mm tall

Price: £0.80 for an infantryman or £1.55 for a cavalry model

The minis in the AB figures range are marketed at 15mm, but are more accurately 18mm. They are available through Eureka Miniatures in the UK.

3-D PRINTED



Eskice Minis 15mm (Epic STL)

Range: Comprehensive Size: 13.5mm 'foot to eye' or 15mm tall, 24mm in saddle Price: \$15.00 for an STL of 10 different strips of five infantry

Eskice Miniatures provides a comprehensive range of STLs in 'Epic' scale for the Civil War. This includes infantry, cavalry, command, and support for both sides.



Kallistra 12mm

or 16 cavalry

Range: Comprehensive Size: 12mm 'foot to eye' or 14mm tall, 21mm in saddle Price: £6.00 for 32 infantry

Kallistra have 36 packs in the ACW range, covering Union and Confederate infantry, cavalry, and artillery. They also have gun limbers and casualty figures.



Minifigs 15mm and 10mm

Range: Comprehensive Size: 15mm 'foot to eye' or 17mm tall, or 24mm in saddle Price: £4.75 for 8 infantry or 4 cavalry (15mm)

Minifigs have ACW ranges in both 15mm and 10mm. They contain infantry, cavalry, and artillery.



Pendraken 10mm

Range: Complete

Size: 10mm 'foot to eye' or 11mm tall, or 17mm in saddle Price: £6.75 for 30 infantry, 15 Cavalry or 4 guns

Pendraken has a large ACW range of 64 packs, including infantry, cavalry, and artillery. Civilians, wagons, and dead are also available.



Peter Pig 15mm

Range: Complete Size: 15mm 'foot to eye' or 17mm tall, 24mm in saddle Price: £3.50 for eight infantry or 3 cavalry

The Peter Pig ACW range contains over a hundred different packs, including infantry, cavalry, and artillery. They also have a large selection of generals including Sherman.



Baccus 6mm

Range: Comprehensive Size: 6mm

Price: £8.81 for 96 infantry, £7.34 without VAT

Baccus' ACW range contains twenty-one packs that cover infantry, artillery, and cavalry units.



Warlord Epic

Range: Comprehensive Size: 13.5mm 'foot to eye' or 15mm tall, 24mm in saddle Price: £30.50 (plastic) for three hundred miniatures or £16.50 for the wagon

The new Warlord Epic ACW range has a set of plastic infantry with artillery, plus resin Iron Brigade, Zouaves, Cavalry, dismounted cavalry, skirmishers, and accessories.



Rapier Miniatures 6mm

Range: Comprehensive Size: 6.5mm tall

Price: £2.00 for 24 Infantry or 10 Cavalry

Rapier Miniatures' ACW range consists of seventeen packs that include artillery, infantry, and cavalry. Units wear a kepi or slouch hat.

PANZER KORPS 2nd Edition

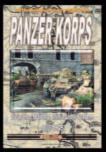
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RAZING CONFEDERATE RAILS IN GEORGIA

SHERMAN'S MECKTIE

For this front cover, I was asked to represent Sherman's march to the sea through Georgia. After a little research, I found a mezzotint engraving by Alexander Hay Ritchie from 1864, in which Union forces are dismantling a railway track as civilians watch.

By Alberto Mateos Jurado

decided to create a scene where the tracks were being torn up and a fire was being started to bend the tracks out of shape and make Sherman's neckties. For this, I decided to use a mix of Perry Miniatures metal and plastics. Their plastic artillery crew was easily converted into engineers armed with picks and shovels. I also added three figures representing two civilian women and a child crossing the tracks, a horse as background filler, and an officer on horseback as a representative figure of Sherman.

To start, I converted the plastic artillery men and then cleaned and assembled all the metal figures, preparing them for the black primer base before adding a zenithal highlight with brown spray paint. With this step, you get a visual reference of where the highlights are lo-

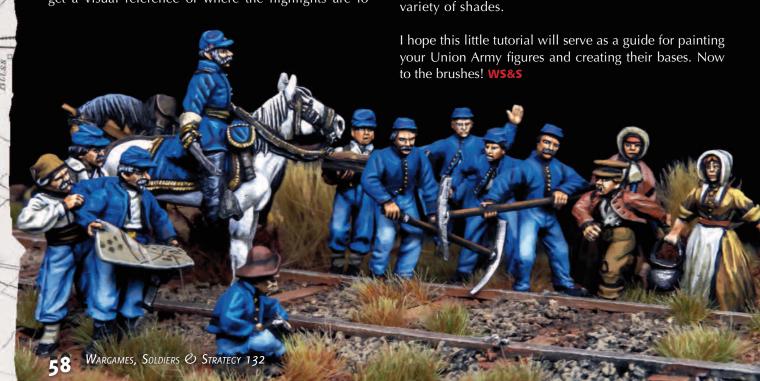
cated making it easier to paint later. Next, I painted the infantry, and for this, I applied a base coat of Napoleonic Blue from Andrea Color to the whole figure and then I added 2 highlights with a mix of Napoleonic Blue and Mediterranean Blue from Scale75 for the jackets. For the trousers, I started painting them with Dark Navy Blue from Vallejo, adding mixes with Union Blue from Andrea Color. For the infantry shirts, I started painting them with Medium Grey from Vallejo, applying highlights with Bone from Vallejo and finally Vallejo White.

For painting Sherman, I used the same colours as the infantry jackets. The horse I painted first with a base coat of Canvas from the Panzer Aces range from Vallejo, adding bone colour to the mix little by little until finally highlighting with Vallejo White.

The civilians needed to look less military and regulated. So, I used a series of brown, ochre, and mustard colours. Shades like Brown Orange or Brown Base from AMMO were perfect for this. I also used colours such as Vallejo Game Color Leather Brown and Vallejo Japanese Uniform. All these colours were highlighted with Vallejo Game Color Skin Tone.

The skin of the figures was painted using a base of Vallejo Game Color Succubus Skin, adding Rosy Flesh and Vallejo Game Color Skin Tone.

Once the figures were finished, it was time to build the base for the diorama. To do this, I used cut wooden rods to create the train tracks. I applied soil from the Hobby Sand range from Green Stuff World as a base for the train tracks and then Dark Earth putty from AK Interactive on the rest of the terrain. Once dry, I applied a base coat of black primer and then brown as a highlight. To finish, I dry-brushed Vallejo Deck Brown over the entire terrain to unify it. Finally, I added a mix of grass and grass clumps from the brand Gamers Grass in different sizes and colours to achieve a variety of shades.



Peter Pig









Longships- Wrath of the Vikings

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Javelin skirmishers

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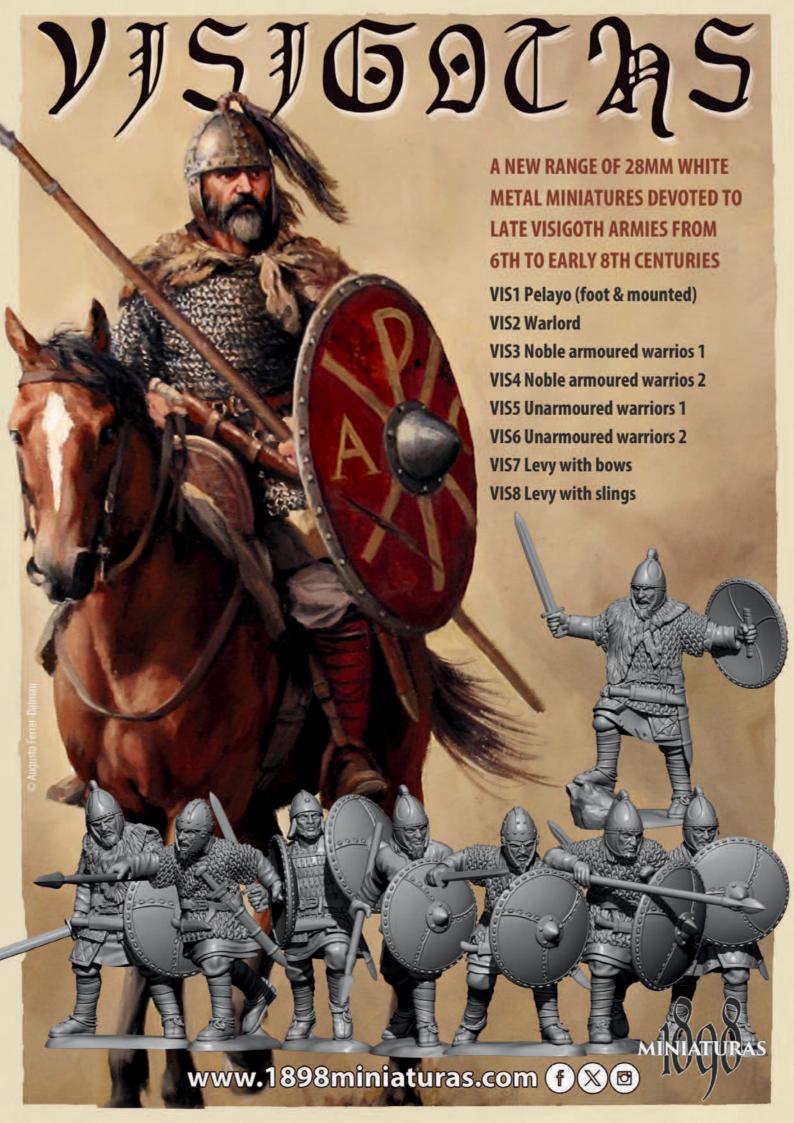


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Tim Foxley

THE IRREGULAR

THE ICE MAN THAWS

What have I missed? Hi guys, sorry I am a bit late; I just popped out briefly. I have been away from figure gaming for exactly 40 years. In 1982, I was a member of the Colchester Wargames Club. Then, that whole "life" thing happened, leaving me "cryogenically frozen", Han Solo-style, if you like. Except in Colchester, rather than Cloud City. Last year, in 2022, I joined the Malmö Figure Gaming Club. One minute I am bring the average age of the club down, the next I have caused it to skyrocket. Yes, I know, shame on me. I absolutely get it. I do not really know how it happened.

et me (very briefly) introduce myself. For over forty years I have been a military history enthusiast, thirty years a (very amateur) punk rock guitarist, twenty years a British government intelligence analyst and ten years a freelance political/military analyst. I am primarily a 6mm WW2 solo gamer and mainly interested in achieving a historically plausible narrative to a game, rather than any unseemly "winning or losing" against an actual opponent. I cut my teeth on Avalon Hill and SPI in the late 1970s, embracing figure and board wargaming until a superior solution to Fog of War emerged in the 1990s: computer wargames.

'Course, in my day it was all Donald Featherstone and Peter Gilder round here. And Gavin Lyall. Does anyone remember his book on WW2 gaming, or did I dream it? Jumpers for goal posts and Airfix as the go-to facilitator of choice for all your Napoleonics and WW2 needs. This seems to be a common experience of gamers over forty, judging by the podcasts I frequent.

Back in 1982, a typical session at the Colchester wargames club would feature one "big" game, often a Frederick the Great, Charles Grant-rules, setpiece of 28mm scale or something Napoleonic or American Civil War. Other club corners probably hosted WW2 Russian front action, a WW1 1/72 scale aerial dogfight, using a wooden base and bamboo canes and some boardgames, such as the mighty Avalon Hill's "The Russian Campaign" and SPI's Normandy campaign, "COBRA".

Doubtless inspired by Peter Gilder's revolutionary televised wargame programme, "Battleground," we would frequently choke as senior gamers bent their heads to the table edge and puffed "evocative" cigarette smoke through the plastic trees, over emerging Confederate skirmishers. And it was common "dirty tricks" practice to put Roger in charge of the Prussian

cavalry once he returned from the pub... and watch ill-disciplined mayhem unfold on the right flank. So what has been going on? Did I miss anything? I offer here a few reflections on my return to figures.

It has proven quick, easy, and enjoyable to plunge back in and update myself through social media. I can watch, brushstroke by brushstroke, a unit of soldiers or a base spring to life (honourable mentions to Alex Storm of Steel and Sean Clark here). I now get that it is all about the base. I can see games played, receive after-action reports, and get rule and figure reviews at a mouse click. And, above all, I can get ideas.

Expectations and standards seem to have risen. I have gazed in wonder at the bases, terrain, troops and tables. It is sometimes intimidating. I cringe as I reflect on my 9 pence Skytrex T-34s, daubed inexpertly with random green and yellow blobs and the 1 cm square of thin green card that a younger self dubbed a 1/300 scale infantry platoon base.

I am rediscovering the excitement (yes, I said it) and challenges of choosing soldiers, painting them, and making terrain. From the blossoming array of magazines, podcasts, and YouTube videos, the diversity of the hobby is staggering, and the hobby's ability to communicate, inform, and enthuse is encouraging. The variety of equipment, periods, genres, and the scales available is impressive. Three-dimensional printing is already transforming things at pace (and a cost!).

There is an abundance of new and intelligent rules concepts, many inexplicably connected to a pork fat-based, spreadable butter substitute. Back in the 80s, it was Charles Grant, Donald Featherstone, and WRG. And while you absolutely need to know the classics (that is what I tell my son when I am playing The Clash), to me now, they are just not so – well, realistic - anymore. Once you have moved on, it can be difficult to go back. It feels as if wargaming is much more

"three-dimensional" in its approach now, placing the human factor – the command, chaos, and confusion – at the forefront. But I am reserving judgement on the bucketfuls of dice concept – my home-made terrain is pretty fragile. Just 2D6 for me, thank you very much.

I am fascinated by the evolution of 2 and 3mm scales, which really do allow the larger battles to take place at plausible ranges. One podcaster dismissed them "but that just becomes a boardgame". And I am thinking – yes! Why not a wargame fusion of 3D counters on 3D terrain?

There are academic and defence careers to be had from wargaming. It is an educational, instructional, and team-building tool. "Let's game it out" is an actual proper expression, showing how wargaming – as a means of exploring, understanding and solving – has worked its way into the public consciousness.

What I would inexpertly call "sci-fi" has made massive inroads into the hobby. Dateline Malmö: Tuesday evening, early December 2022. At the club, I introduce myself as an Englishman interested in 6mm WW2 gaming. I am greeted by politeness and bemusement. And twelve Warhammer tables.

Even from the distance of social media (and forty years), the raw enthusiasm for the hobby leaps out. The good nature, and the "live and let live" community spirit, are alive and well. There is real humour to be found at all levels of the game. I mean, some of you guys really should have your own TV shows. What's that? Oh.

Ok, so what has not changed? The gentle ribbing I receive from family members has not changed. Only, this time, a newer generation is doing the mocking. The debate over realism versus playability remains in full flow - how do you simulate "fog of war" on a sixfoot by four table without screens, paperwork, and a brace of umpires? And to be slightly serious, the occasional moral dilemma still pops up – whether it is appropriate to make a game out of violence. These days, in the context of Russia's invasion of Ukraine.

Costs are still a consideration. I let slip to my son how much a modest consignment of GHQ tanks cost and have not been allowed to forget it. I cut up towels for wheat fields, make houses from polystyrene packaging and scavenge the backs of IKEA shelves for MDF. And that 40-year old Airfix pontoon bridge will make a fine "Arnhem-type" girder bridge (or even two!) for my 1/300 chaps.

A lot of trial and error is involved in the creative process. Some of the troops I enthusiastically generated last year, now look rather, well, *amateurish*, compared to my second and third passes. But therein lies the excitement and tangible sense of improvement,

even from a forty-year absence. On a *WSS* podcast, Mr Backhouse was mildly grumbling. I wondered "What is this *rebasing* of which he speaks?" Not 48 hours later I found out, as I considered my first platoons of 1944 Germans. The lesson: if you have any new wargaming idea, do a small batch first, make the inevitable mistakes, and assume the next effort will be better – because it almost always will. But you guys already know that, right?

I have challenged myself to design a set of rules for 6mm WW2 to complete my return to gaming. They say that every wargamer has at least one set of rules in them. It will be battalion/brigade level with platoons as the base unit. I have bookshelves of history to dig into. I know I am not alone in reading company and battalion actions and thinking, "hmmm, how would that work in a set of rules?" And perhaps computer and board wargames offer concepts that might aid us in pushing rules design. I really think so. I do not yet have a sense of how you guys relate to board and computer games – do you stovepipe, or do you embrace?

I am actively rummaging through boardgame rules: Squad Leader, Panzer Leader, White Star Rising, The Last Hundred Yards, and Operation Dauntless (and Colditz – seriously!) as I dive into the fog of war, command and control, logistics, infantry and tank cooperation and initiative. I am conscious I will be treading on the shoulders of giants. If those nice chaps at WS&S magazine have me back, I would be happy to update you on my progress. Not particularly because you are interested in my chosen period, but perhaps because the challenges, pitfalls, and rewards are common to all of us and might offer a learning experience. At the moment, all I know for certain is that my rules will be titled "Actualities", from Wavell's insightful comment:

"If I had time and anything like your ability to study war, I think I should concentrate almost entirely on the "actualities of war"—the effects of tiredness, hunger, fear, lack of sleep, weather...The principles of strategy and tactics, and the logistics of war are really absurdly simple: it is the actualities that make war so complicated and so difficult, and are usually so neglected by historians."

I realise I still struggle slightly with the whole "edges of the table" and limits to fog of war that come from figure gaming. This is probably why I moved to the depths available in computer gaming. But I have, in the last year, understood – in a way I expect most of you have known for a long time – that it is not all about that. There is a lot to be gained from the three-dimensional spectacle, the comradeship, be it round a table or via social media, and the pleasures of researching – and above all, *creating* – the tools you game with.

So, mainly, I am just happy to be back in the game. Cover me guys, I am going further in... **WS&S**

PAINTING A TYPE 97 -SHIMHOTO CHI-HA KAI TANK

RUMBLE IN THE JUNGLE

My growing interest in gaming the Pacific theater has been fueled by the long-anticipated release of TooFatLardies Pacific handbook for Chain of Command. It was time to equip my Japanese army with a troop of three Chi-Ha Kai tanks. Here is a painting guide using brushes that may help make your models pop on the gaming table. It follows a similar method of painting of a Panzer IV from Wargames, Soldiers and Strategy issue 98.

By John Bond

he Chi-Ha is an excellent choice for the wargamer, as the tank was produced between 1939 and 1943, and saw action throughout the Second World War. The original version was armed with a 57mm gun for infantry support, but after the Battles of Khalkhin Gol against the Soviet Union, it was clear that an upgunned version would be needed to tackle enemy tanks. Thus the Shinhōtō (new turret) version was produced with a more powerful 47mm gun. This became the standard production model, and some 300 of the older model had their turrets replaced and upgraded.

This 1:56/28mm scale plastic model of the Chi-Ha Kai is produced by Warlord Games: It comes with enough components to make either the Chi-Ha or the upgunned Chi-Ha Kai Shinhoto tank. The vehicle is of solid construction, made specifically to take the knocks of gaming on a Pacific table.

PREPARING THE BASE AND PANEL

Apply a thin layer of watered-down PVA mixed with fine pumice to simulate dirt and mud on the lower portions of the vehicle (tracks, wheels, etc.); allow it to dry, then coat the whole model using a spray-can of black primer.

Once the primer has dried, cover the whole vehicle with two thin coats of Vallejo Model Colour Green Brown 70.879 and allow to dry completely.

PAINTING THE CAMOUFLAGE

The camouflage will comprise of strong well-defined lines, which are circular and curved in form. Vallejo Model Colour Flat Brown 70.984 will be used to create the first layer of camouflage. Once dry, Vallejo Model Colour Refractive Green 70.890 is used to create the second layer of camouflage. On completion of this stage, the vehicle should appear to have been coated with 3 different colours, each equally covering 1/3 of the vehicle.



The camouflage pattern on the Japanese Type 97-Chi-Ha Medium Tank blends well with the jungle terrain of the Pacific Theater as noted in the image of the Japanese tanks and troops crossing the bridge over a small jungle river. As a bonus, the Warlord Games kit used for this article provides both turret and hull combinations of the tank in the painting guide, plus an earlier version of the Chi-Ha circular turret.

Apply a wash of Citadel Agrax Earthshade to the body of the vehicle and a wash of Citadel Nuln Oil to the tracks and wheels.

HIGHLIGHTING THE CAMOUFLAGE

For the next step, you will need a thin dry brush and a fine tipped brush. Starting with the base coat, load the dry brush with Vallejo Model Colour Green Brown 70.879, wiping the brush on a paper towel to remove most of the paint. In tight, very light circular motion, start applying the paint in the middle of the Green Brown Camouflage pattern and move outwards just short of the already applied basecoat.

Next, use a mix of 2:1 ratio mix of Vallejo Green Brown with Vallejo Ivory 70.918, applying the same technique as described above, starting in the middle and stopping just short of the previously highlighted section.

Finally, use a mix of 1:1 ration of Vallejo Green Brown with Vallejo Ivory 70.918 and use the thin tipped brush to apply a very small light spot in the middle of the camouflage.





First paint on a mix of glue and grit to the tracks.



Next, apply a black spray primer to the model.



Base coat with two layers of Vallejo Green Brown.



After adding blobs of Vallejo Flat Brown.



After this, Vallejo Refractive Green blobs are applied.



Next are washes of Agrax Earthshade and Nuln Oil.



After applying highlights to all three colour areas.



Now highlight bolts, panels, and hatch edges.



Basecoat the tracks, tyres, and tools with Black Grey.





Lightly drybrush the tracks and wheels.



Finish by painting the tools and chipping details.

Remember, each highlight edge needs to fade into and blend with the previously applied highlight. Follow these steps for both Vallejo Model Colour Flat Brown and Refractive Green areas.

Finally, use the mix of 1:1 ration of Vallejo Green Brown and Vallejo Ivory with the fine-tipped brush to highlight some of the bolts, panels, and hatch edges: not everything needs highlights.

LOWER PORTION OF THE VEHICLE

Use Vallejo Model Colour Black Grey 70.862 to paint the tracks, the rubber of the wheels, the tools, and the machine guns.

Once dry, apply a wash of Vallejo Model Colour Flat Earth 70.983 mixed with water over the tracks, wheels, and lower portions of the vehicle. Allow to dry; use the dry brush to highlight portions of the wheels, track, and lower portions of the vehicle by lightly dry-brushing high spots with a Vallejo Model Colour Green Brown.

Tool handles can be painted with Vallejo Model Colour Brown Beige 70.875 and highlighted by mixing Vallejo Model Colour Basic Skintone 70.875.

Citadel lead-belcher paint can be used to highlight some portions of the tracks, the machine gun, and corners of the tools.

Use Vallejo Model Colour Black Grey 70.862 to apply tiny specs on the panel simulating chipped paint.

Apply the decals, coat them with a clear protective vanish, and then the tank is ready for the gaming table. WS&S

FIRST-RATE NAPOLEONIC FRENCH WITH SPEED PAINTS

DRAWING A CONTRAST

Contrast or Speed Paints have a reputation of being 'quick and dirty', good for getting a fast if not the greatest results, so the thought of using them to create display standard pieces seems like folly. However, with a little care and attention, these new ink like paints can achieve excellent results.

By Paul Mackay

apoleonics is definitely the one area where attention to detail is essential to make the miniature 'look right'. However, don't be daunted because as this article will show, Contrast Paints can still be used to deliver

GRENADIERS AND VOLTIGEURS

For the red areas on the miniatures, such as plumes, cords and epaulettes I used Blood An-

gels Red applied straight out of the pot. I also

did not highlight the red and just let the paint

do the heavy lifting. The voltigeur's plume is

I used more than one coat to get the finish

WARGAMES, SOLDIERS & STRATEGY 132

I wanted and used a yellow paint to im-

prove the highlights. The green on the

plume cords and epaulettes is Man-

tis Warriors Green contrast. You

will need to apply more than

one coat of this colour.

excellent results, particularly when combined with conventional paints.

In previous articles, I have shown how you can get the best results from these paints with epic scale figures. Here, I want to explore the results that you can achieve with 28mm scale figures.

Cleaning the figures mould lines carefully is perhaps more important with this method of painting, as the contrast will tend to pool here and accentuate any failings at this preparation stage. All the miniatures have been painted with a GW contrast paint basecoat and unless I state otherwise, the paints I have used are all by GW. Apart from some of the greatcoat wearing troops, all the miniatures were painted using a white undercoat.

THE BASICS

The main colours are blocked out and the white un-

GREAT GLAZES



Contrast paints are great to use as glazes too. For example a thinned application of the Gore Grunta Fur and Garaghaks sewer over the highlighted coats painted that way blended the finished result and smoothed the transitions across the miniature. For white cloth try GW Soulblight Grey shade paint instead of Apothecary White. This will stain the white less and give a more subtle finish.

dercoat is painted with Apothecary White contrast. Two thin coats will work better than one. The pom pom is Talassar Blue Contrast.

A little more detailing is done here with the blue and black areas being highlighted, and a flesh wash is applied. The white areas of the miniature are highlighted and tidied up with Vallejo Off White. With the metals completed, you may be happy with this as a tabletop finish.

Belts are outlined with Basilicanum Grey contrast and details are added and refined such as the trim on the cuffs and collar. For this, I used Off White and Evil Sunz Scarlet.

With the metallics finished, I used the off white colour to refine aspects of the white on the model to give a cleaner finish. It is important when doing this to make sure it is thin so you do not get harsh transitions across the cloth.

GREATCOATS

Paint the coat with Space Wolves Grey contrast and the belts and trousers with Apothecary White. Again, use two thin coats. Make sure the paint pools in the recesses only where you want it.

Highlight the coat with Administratum Grey and the white areas as in figure







Highlight dark areas and apply wash.



Refining the trim on cuffs and collar.



Finish metallics and refine the white.



Applying the base colours.



After highlighting the greatcoat.



Further refining and adding details.



The final model with metallics done.



Apply two coats of contrast paint.



Next, highlight the French Blue.



After detaling and refining the face.



The metals painted and the base done.

one. Again, make sure that the highlight colours are thinly applied. With the metal areas done at this stage, the result en masse would be an impressive looking and quickly painted army.

The miniature is further refined and detailed at this stage. Belts have been lined with Basilicanum Grey and where the cloth meets the flesh areas with Rhinox Hide.

Lastly, metallics are applied. The edge of the collar has been highlighted with Grey Seer. Note the buttons have been picked out with off white.

FRENCH BLUE

Apply two thin coats of Leviadon Blue contrast.

Highlight the blue with Calgar Blue. Again with the metals done at this stage the result will be a quickly painted tabletop ready miniature. The figure is detailed at this stage

and you can decide whether it is worth spending more time on the face and areas of red trim. Where the belts etc meet the blue has been lined with thinned black paint.

With the model based and the buttons and metal areas on the musket done the miniature is finished.

CONCLUSION

Using two thin coats rather than one for main areas of the miniature will result in a cleaner and more defined finish. The second coat is also very quickly applied and is not time consuming. As with all Napoleonic figures, if you want to add fine details to the uniform, these paints are not going to help you get an army painted quickly but they will help you get large armies tabletop ready. This is especially so if you opt to purchase greatcoat wearing figures, which are perfect for battles post 1813. In part two, I want to illustrate how you can use contrast paints to complete models to a display-level standard. **WS&S**

MIXING IT UP

Added variety to your greatcoat wearing troops can be provided by applying Space Wolves Grey over a grey undercoat (I use Halfords Grey Primer) rather than a white or by varying how thickly applied the paint is applied. Other contrast colours work brilliantly too: try Garaghaks Sewer (highlight with a mix of this paint and an ochre colour) or Gore Grunta Fur (mix this with ivory for a highlight).



ILATIF-WAIR. ILEVIANIS ILEVIANIS

FORCES IN EUROPE, 1945+

During the course of World War II all the major powers were working on new and radical designs of weapons and equipment, the most famous among them being the German *Wunderwaffen*, Wonder-Weapons, like the Maus super-heavy tank. The Allies were also busy developing the new designs incorporating lessons learned from the fighting as well as newly developed technology such as the American T-28 assault tank, the British Centurion universal tank, and the mighty Soviet IS-7 heavy breakthrough tank.

Inside *Leviathans* you will find many of these weird and wonderful tanks, and other weapons that just missed World War II.

Fight Flames Of War battles with these Leviathans with their heavy armour and massive guns, either by adding them to your standard games, or using the new Leviathans games rules to fight with forces of these brutal brutes.

INSIDE YOU WILL FIND

- Alternative Background for the War continuing beyond May 1945 in Europe.
- · How to play Big Games with Leviathan tanks.
- Instructions on how to build: US Formations fielding T28 and M26 Pershing assault tanks, T29, T30, and T34 heavy tanks, M26 Pershing and M4 Easy Eight medium tanks, and armoured rifles.
- British Formations fielding Tortoise and Churchill assault tanks, Centurion and Charioteer tanks, and Saracen mounted motor infantry.
- German Formations fielding Maus and E-100 super heavy tanks, Tiger II and Tiger I heavy tanks, Panther (8.8cm) and Panther (7.5cm) tanks, E-100 and Skorpion tank-hunters, and Panzersturm infantry.
- Soviet Formations fielding IS-3, IS-7, T-10 heavy tanks, T-44 and T-54-1 medium tanks, ISU-130 assault guns, and BTR-152 mounted motor rifle infantry.





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LET'S PLAY THE NEW BOLT ACTION, THIRD EDITION

EW AND IMPRO

DON'T PANIC! Bolt Action is back — nipped, tucked, and streamlined, but still very much the same great game! After twelve years since the launch of Bolt Action and a solid eight years since the Second Edition, Warlord Games has crafted their incredibly popular 28mm Second World War game into its third iteration. And here is the great news: it is still Bolt Action.

By Chris King, Joe Mealy, and David Frederick

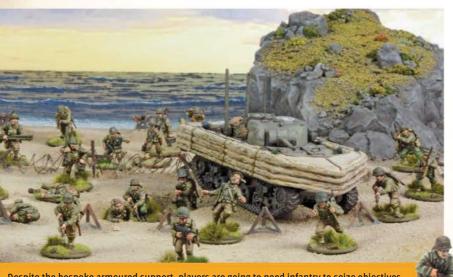
n fact, for all the woeful handwringing from its more vocal fanbase, and for all of Warlord's clever weekly teasers, releasing snippets and tidbits with artfully contrived subtle hints to provoke debate and hype, Bolt Action Third Edition is not hugely different.

But there are still some significant changes. Although this is not the place to detail them all exhaustively (as others will already have certainly done), they can broadly be categorised into three areas: players' forces; shooting and close quarters; and scenarios.

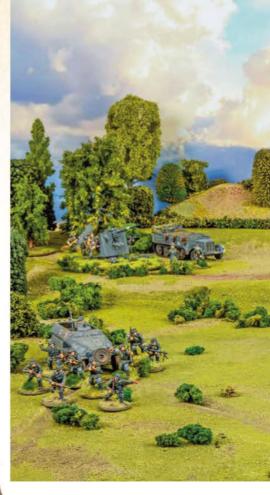


It still very much felt like Bolt Action, but the changes are significant, in my view, mostly with force composition and shooting. I've now fielded the compulsory infantry platoon supplemented

with a heavy weapons platoon. I found this new approach to force selection very appealing - It was a lot more interesting to build a force around a narrower choice but one that included multiples of similar/same units (e.g. MMGs). Everything also depends on what your opponent has selected! It could easily turn out that you find yourself facing a screen of well-positioned anti-tank guns waiting in ambush... or a tank platoon. It's much easier to hit, and consequently pin, enemy units, but inflicting casualties depends very much on the cover saves that follow. Pins affect unit activation and thus platoon and company commanders are consequently more useful.



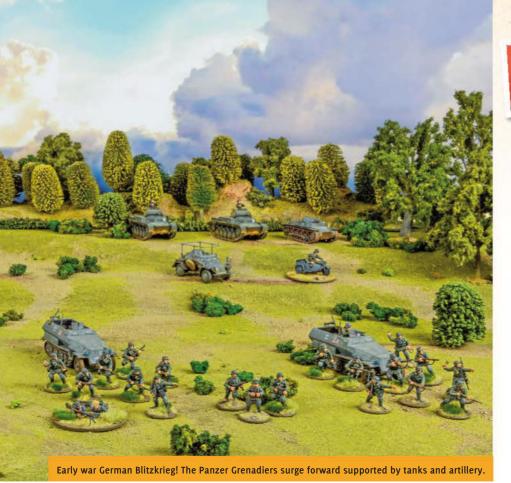
Despite the bespoke armoured support, players are going to need infantry to seize objectives



With a weather eye clearly open to the popular tournament scene, the system of force selection has undergone a major overhaul: gone is the basic 'reinforced platoon selector' with discretionary access to an 'armoured platoon'; instead, players now have a rifle platoon as their 'core', and every core platoon unlocks access to each of the following platoons: heavy weapons, artillery, engineers, armoured, and reconnaissance.

Whereas at first glance this may seem too much of a sop to tournament or 'Win-At-All-Costs' players who might want easier access to multiples of whichever units are considered best, we found that it really benefits narrative games too, as players are no longer lumbered with the (often nonsensical) 'one-of-everything' list, where a rifle platoon might find itself unnaturally supported by, say, a single tripodmounted machinegun, a lone mortar, an isolated tank, and - strangest of all a lonesome artillery piece, bereft of its battery mates or any kind of fire control command element.

Now we found we could field our rifle platoons alongside a fast-moving recce element as if they were at the very tip



rifle platoon was acting in close cooperation with a troop of three tanks... or providing local protection for a battery of anti-tank guns, with its own command structure. It has been quietly whispered that this might be a cynical ploy by Warlord to sell multiples of more models, but the lists are really flexible, and we enjoyed the chance to theme our forces. Want to assault dug-in troops in the smoking ruins of a Soviet town? - *Bolt Action* Third Edition will allow you to add a platoon of assault engineers to wheedle-out the defenders, which is maybe a little more

thematic for some armies than for oth-

ers, but works overall.

battery of anti-

of the spear... or we could imagine our

This could, of course, lead to an elaborate game of rock-paper-scissors – especially in more 'competitive' play – but designer Alessio Cavatore's experience shines through here, and we found that the new system is self-limiting in a clever and natural enough way. For example, one player could easily take a minimal rifle platoon as a cynical 'buy-in' to field an armoured platoon of three big, tough tanks... but their opponent could readily field a

tank guns for far fewer points, and AT guns now receive a bonus pip to hit when targeting vehicles!

Shooting is the next significant change. It has been streamlined in such a clever way that despite inserting an extra 'step' with the new cover save, the new shooting phase is actually swifter, with fewer modifiers in total to balance: generally, there are now only four, and they all relate solely to the shooting unit. After a bit of adjustment from ingrained habits, we actually found this to be far more rapid on balance... al-

8

JOE'S THOUGHTS

Instead of armies in generic reinforced platoons,

my army and each of my opponent's armies have felt (and played) very differently. As a collector, I am also no longer content with having one of each unit. With players now being able to field multiple units I have found myself looking at units I already have and wanting more (I never thought I'd need more than one MMG!). In 2nd Edition, I didn't really give officers much attention. That has to change. There are now multiple platoon commanders who provide buffs which may affect multiple platoons. Otherwise, this version has played very much like the game we know, with a few changes that make sense and after a few games have become second nature.

though we had a little friendly debate around the intuitiveness of making cover saves *after* rolling to wound.

Also in shooting news, *Bolt Action's* 'pinning' system has been tweaked so that rather than suffering a cumulative penalty to 'to hit' rolls from each pin, it is now a binary state: if a unit has *any* pins, it suffers -1 to hit.

What is more in terms of pinning, we liked the idea that whilst it might now be fractionally easier to hit and pin units, it is also relatively easier





A Pak 40 targets its prey. The long overlooked anti-tank gun will find a new lease of life in 3rd edition.



French Resistance fighters unleash an ambush on an advancing column and find their mark, a German staff car.

to remove the pins and pass morale tests - not only are there more officers bimbling around on the table, but successful 'Rally' tests now remove all of a unit's pins, meaning we did not have to watch helplessly as key units floundered unable to act. Great news.

Close quarters combat has been changed too - for the better, we felt, for the supremacy of the unit charging into combat has been quite rightly blunted: both sides now fight simultaneously but units in cover finally get to fight first as their attackers close the distance. Those engineering platoons might just come in handy.

We were pleased to discover that (in the 'main rulebook' army lists at least,) 'free' units seem to have been phased out, and national rules in general have been

agreed this was a positive step, and the tournament community will no doubt

The new 'Battle Scenarios' are also more balanced. Players are now invited to randomly generate victory conditions, deployment zones, and deployment types. Although relatively basic, this system offers a less predictable challenge to experienced players, as do the 'Grand Tactical' victory conditions, which will truly test the com-

mettle! mander's There are also six unbalanced 'Story Scenarios' for narrative play, some of which are reassuringly familiar. We kept to the 'Battle Scenarios', but at the club we know we will explore narrative games.

feel the same in terms of 'balance'.

SAM'S THOUGHTS

Force Organisation is very different, encouraging more

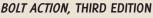
narrative style lists reflecting better real-life orders of battle. I can see this creating very lop-sided lists however. The reduction of negative shooting modifiers has greatly increased hitting power, while cover is now represented by a saving throw rather than a modifier; I believe cover and terrain placement is going to be very important. I am concerned that infantry will be less useful; why get infantry when you can get more cool support or vehicle options? The scenarios do stress that only infantry can take objectives, so this will probably balance things out, but we are going to have to change our uses of infantry. All in all, we are all going to need to actually have plans and (almost) personal doctrines we prefer and deploy on the tabletop.

Bolt Action will doubtless continue its barnstorming popularity both at our club and internationally because Cavatore has done a great job with Bolty III. The King is dead; long live the King.

Oh, and for those wondering, Warlord got the message: there IS an index!

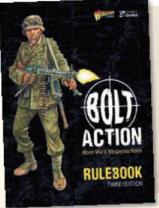
CONCLUSION

As a long-time fan and someone who enjoys fielding 'bog-standard' historical rifle platoons, I am looking forward to this fundamental formation having more of a chance to shine. This edition is an evolution rather than a clarification. Also of note: the previous army and theatre supplements will be superseded in due course, which is a big step. WS&S



Author: Alessio Cavatore Published by: Warlord & Osprey Games Format: 160-page full-colour hardback Dice: D6 and six-sided Order dice Activation: Dice-based activation Price: £35.00, starter set £93.00; Starter set contains 42 plastic infantry, one vehicle, ruins, markers, order dice, dice, and rules

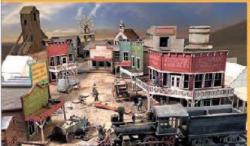
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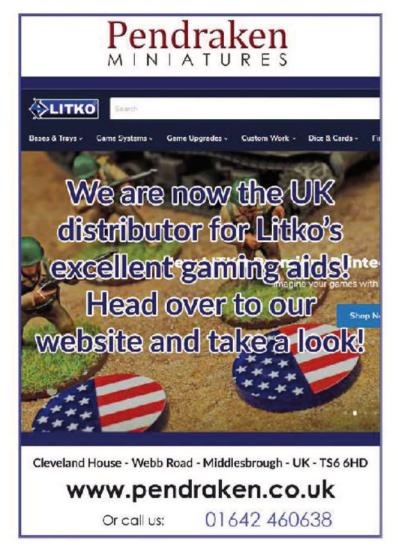














TRYING THE NEW PACIFIC THEATRE SUPPLEMENT

LET'S PLAY CHAIN OF COMMAND: THE FAR EAST 1941-1945

The Far East is the latest handbook for *Chain of Command*. It focuses on the British and Dutch experiences against the Japanese; a future supplement will cover the USA, China, and more coverage of the Australians. A copy of the main rulebook is required to play.

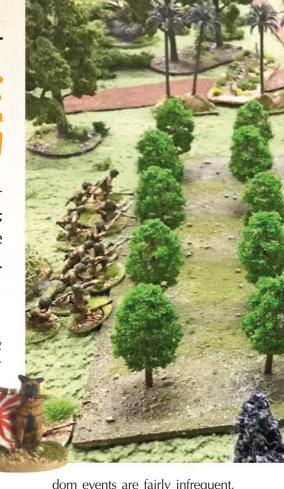
By Mark Backhouse

he book starts with a brief overview of the theatres involved, followed by the key changes and challenges each country faced as the war progressed. The book introduces several new rules to the Chain of Command system, and these apply to all theatres of operation. Changes include amendments to force morale tracker and in the way a platoon must start to withdraw units from the table back to their jump off points when their morale breaks. Significant changes cover Green troops, hand grenades, and the effects of smoke. Probably the most significant change is the variable number of Chain of Command points required to do special actions rather than having to save up a whole Chain of Command dice. There are, in addition, rules for inferior senior leaders, pinned troops, limited ammunition, and forward observers. For those of you who do not have the *Blitzkrieg* handbook, there is also a helpful re-

minder of some of the new rules introduced there. These additions help to clear up the previously ambiguous areas of the rules and introduce new mechanisms.

The book introduces many theatre specific rules that help to capture the feel of the fighting in the Far East. The main focus is given to the challenging new terrain. The variety of different definitions and rules for each terrain type is staggering, including several different types of jungle, swamps, various plantations, bamboo, paddy fields, creek, chaungs, and streams! I was really impressed with this section, and it certainly shows a good understanding of the challenges of the jungle and the broader Far East fighting. While ran-

dom events are fairly infrequent, we did have a couple of Indian soldiers collapse from heat exhaustion in one of our games that made a significant dent in the effectiveness of their section and helped to capture the inhospitable nature of the terrain. Each unit has a Jungle Craft rating which greatly impacts their ability to move patrol markers, lines of communication, scout teams, and ambushes. It allowed for some challenging asymmetrical matchups of Allied platoons lacking jungle experience against Japanese veterans.



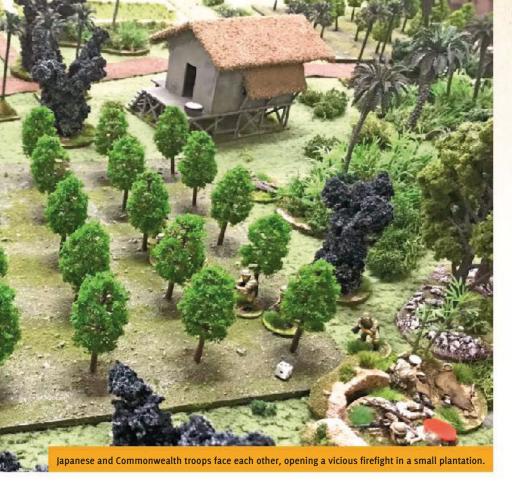


Even a Type 95 Ha Go tank was a serious threat to Allied troops at the start of the conflict in the Far East.

PETE'S THOUGHTS

If you are new to CoC, you need to first make yourself fairly con-

versant with the core rules before overloading yourself with all the extras contained in this excellent supplement. The book contains lots of new rules, which really capture the nuances and atmosphere associated with jungle warfare and fighting in the Far East. We played one of our games on a hot and sticky summer evening, which is really recommended if you are looking to complete the immerse experience!



The number of new force lists is somewhat staggering, with 27 for the British and colonies, 6 Dutch and 11 Japanese. Each platoon has a slightly different composition, special national characteristics, and available supports. Furthermore, there are new national characteristics and support options to reflect the nature of the fighting.

The Japanese early war player, in particular, will be delighted with the new Bushido rules, which help to prop up an aggressive Japanese platoon's force morale even under very testing circumstances. Even the Japanese Gunso (Senior sergeant) has a special rule for motivating his men with a sound beating if they start to falter. While this usually has a positive effect in motivating them and removing shock points, a bad dice roll means he takes the punishment too far, and you remove one of the section, without losing any shock points! Such moments really help to capture the culture in the Imperial Japanese Army. The ruses for the Japanese also help to set the tone well. In the later war period, they tend to focus on the willingness to sacrifice themselves

in various ways. Finally, the

book introduces four new

theatre-specific scenarios.

GAMEPLAY

Luckily, this book has been out for a little while, and it has allowed me to play several games as well as paint a new platoon of Indians so I could try different forces to see how they fight. I still feel like I have only really scratched the surface of the potential campaigns and battles this book enables you to create. Compared with fighting CoC in the more familiar surroundings of Normandy or Holland, this is an infinitely more challenging prospect in which even experienced players (much like their historical counterparts) will be shocked and surprised. As an Allied early war player, the sheer ferocity and speed of the Japanese attacks can feel overwhelming. This problem is often compounded by having poor-quality troops and a lack of armoured support. Some of the Japanese support

options are also particularly nasty surprises. The Zero attacks, in particular, really shook up the British in one game and helped the Japanese to quickly capture a British jumpoff point and cripple another unit with shock. However,

as the players gained experience, they realised that these supports had their drawbacks. An early end of the turn cleared off the Japanese aerial superiority in another game before it had a dramatic effect, and the extra support points the British had due to a much lower platoon rating allowed them to bring along anti-aircraft guns to help nullify the effects of the Zeros in another.

For the Japanese player at the start of the war, your force can seem almost invincible. However, a shortage of support points often means you cannot use all the cunning ruses, and invariably the British will get strong off table artillery support or additional specialists to help balance the playing field. Nearly all of the games have come down to the wire. Both sides have found enemy vehicles to be a challenge. While the terrain tends to channel enemy vehicles, a general paucity of integral antitank weapons means that even a lowly Lanchester armoured car can become an almost impenetrable machine gun nest for the Japanese to remove.

CONCLUSION

This is an excellent addition to the CoC library and will provide you with a toolkit to play new and very different scenarios. The extra layers of rules are outstanding at immersing you deep into jungle fighting, defending the port of Hong Kong, or driving deep in Rangoon. Although the additional depth invariably adds more time to gameplay if they are unfamiliar, the new tactical challenges these create are going to be a welcome change for veteran CoC players. After a couple of games, they will quickly become second nature. I must get out my brushes again and start to prepare the lads for Kohima! WS&S



CHAIN OF COMMAND: THE FAR EAST 1941-1945

Author: Richard Clarke
Published by: TooFatLardies
Format: 120-page full-colour softback
Dice: D6
Activation: Dice activation,
alternate turns
Price: £28.00 for the softback,
£17.00 for the PDF

www.toofatlardies.co.uk

GAME REVIEWS

New and recent wargaming rulesets, reviewed by the Wargames, Soldiers & Strategy team.



The Age of War

By Craig Woodfield (Fireforge Games, 2024) €25.00

Dice: D6
Alternate-unit activation

I have a confession to make: I love Samurai Movies; the bigger the better. So, when the new *Shogun* TV series aired, it rekindled my interest in collecting a Samurai-themed army. Looking around for suitable models, I discovered the Fireforge range of plastic Samurai and Ashigaru. Now, I had models, but what rules should I use for them? One conversation with

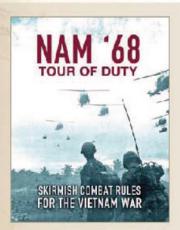
the Editor later and he handed me a copy of *The Age of War (TAOW)* by Fireforge Games. Perfect!

I was familiar with the author Craig Woodfield from his previous work for Osprey Wargame *Ronin*, so with a good pedigree, I hoped I would be on good ground with *TAOW*. I was not disappointed.

Let's look at the game basics. Troop types are divided into three simple types: warriors (your standard ashigaru), bushi (samurai), and cavalry (elite mounted samurai). Units (called gumi) consist of between 6 and 12 models. They can skirmish or be formed up in ranks - there are benefits to both formed units gain bonuses to combat and morale. The gumi are activated sequentially, so depending on who has the initiative, you and your opponent will take it in turns to activate one gumi at a time. A unit will perform all of its actions before play passes back to the other side. This is an interesting take on the usual IGO-UGO seen in most battle games, but requires markers so you can remember which units have activated and which ones have yet to go. Once all the units have activated on both sides, if the victory conditions for the scenario are not met, a new turn begins.

When activated, a gumi may attempt to perform one action – once activated, it cannot perform any actions until the following turn. Simple actions are free but the more complex ones (such as reforming or wheeling more than 2") require a Zanshin (morale) test to perform. Warriors also need a Zanshin test to charge, while bushi and cavalry will just plough in regardless.

Combat is simple: add up all the models in contact with the enemy and roll that many dice. Bushi roll double and cavalry roll triple the amount of dice. All hit on a 4+, with a +1 bonus for charging and a -1 for being shaken. If a unit is armed with yari (spears), they all fight, which makes units of spearmen powerful. Each hit has a chance of being saved, rolling a 6 for light armour, a 5-6 for medium and a 4-6 for heavy armour. Shooting follows a similar simple mechanic.



Nam 68, Tour of Duty

By Warwick Kinrade (Artorius Games, 2024) £15.00

Dice: D6
Alternate-unit activation

This is a new skirmish system aimed exclusively at the early-to-mid part of the Vietnam War. The concept is, in my experience, a rather unique

format. It pits a player or players controlling a U.S. Platoon against the Referee – another player who controls the scenario and the opposition forces. In essence, it is a variation of a solitaire-type game but with an opponent who can make moves that are not predetermined by dice rolling and a chart.

The game is aimed at playing a complete 'Tour' i.e. 12 months in the conflict, and whilst stand-alone games can be played, the system comes into its own when players play out the full year – a campaign of 12 scenarios. As it is a skirmish system, the figures are a 1:1 representation, and they are deployed in fire teams or support teams as they would have been historically.

Each scenario can be designed by the players (for a stand-alone game) or can be generated using guidelines about terrain and type of mission. If there is more than one player on the US side, the platoon can be broken down into sections and even into fire teams, so there could be up to 6 players versus the referee. This could be very entertaining, especially in a jungle scenario!

The US player assembles their starting platoon. Some figures have individual abilities or special weapons over and above their usual equipment. How much time they have already spent on their tour also factors in: figures with less than 5 months to go are considered to be experienced veterans and ones with 12 are recruits. Some figures will have other traits and units as well as figures with a morale factor. These are all generated using decks of cards; different suits generate different aspects, and two jokers will also be needed. A similar system is used for generating North Vietnamese forces. These are always Viet Cong, the NVA regulars are not in this game - no T54's for you!

Gumi gain shaken tokens if they lose combat or fail some types of Zanshin tests. This adversely affects the unit's ability to fight, so it is an idea to rally and get rid of these as soon as you can – if you can.

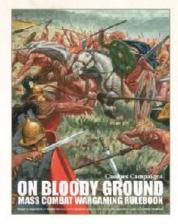
There are four simple scenarios, and a section of different types of terrain and how they affect the battlefield. The army lists are quite simple (in a good way) and give guidance on how to create forces for the numerous Samurai clans (there are fourteen; each has a unique bonus). In addition, there are lists for Sohei (warrior monks), Ikko Ikki (religious fanatics), Ronin (masterless samurai), Wako pirates, Ming Chinese and Joseon Korean, for those who wish to recreate the Imjin War.

I like these rules. They give a good flavour of the period. I also liked the flexibility in the game. It can be used as a large skirmish or for multiplayer games easily. Right, I need to assemble some more Samurai for a really big game!

- Robert Lister

The suits that the referee uses to generate VC forces will depend on the current threat level, which will be decided at the start of each scenario – and this will also affect the off board resources available to the US players. Additionally, chits are drawn to add a random element to scenarios, this could include civilians, VC agents pretending to be civilians, traps, minefields and many more.

Combat is straightforward. Figures fire, after which modifiers for terrain and cover effects are factored in. A roll is then performed to figure out the outcome. Medics come into play and morale can go up or down. The aim of the US forces is have a superior kill ratio: less than 3:1 and they will be considered to be a poor platoon. The VC are always considered to be new units, so they do not change quality between scenarios, whereas the US forces can do either.



On Bloody Ground - Caesars Campaigns

By David & Daniel Toone (WiP Games, 2024) £15.00

Dice: D6
Alternate-unit activation

WiP Games have released three games using the same set of core rules. The current releases are Caesars Campaigns, El Cid and the Reconquista and The Norman Conquest. Each consists of a 64-page book with cover art by Giuseppe Rava. Impressive! Reviewed here is On Bloody Ground - Caesars Cam-

cover illustration depicts The Battle of Vercellae. These rules unsurprisingly focus on the mass battles of Julius Caesar, 58-44 BC. The book starts with an extensive contents page and ends with a four-page index. This is a big plus for me because between the two, I have been able to answer any rules queries I have had. The text is clear and well laid out in two columns with simple tables. There are clear diagrams illustrating rules such as unit movement and lines of sight. Four pages of the book are dedicated to colour photographs which display excellently painted units in action.

paigns with a dramatic full colour

The game is written for 28mm miniatures, based individually, but utilising movement trays. Casualties are taken individually. It is designed to play on an area which is at least 6' by 4' or larger. Apart from models, dice, and a tape measure, a turn marker will be needed and some tokens.

The rules will feel comfortable territory to anyone who plays Warhammerstyle games. The turn sequence is a

There is an admin phase in the campaign game where the unit may lose figures to accidents or events between missions. Replacements for losses suffered also arrive in this phase to keep a unit up to strength.

Some 40 pages are devoted to the rules, and the remaining 100+ pages are about units, equipment, optional rules, tables, charts, and a LOT of background information. A small quibble was that some tables or charts appear several times, in some cases three times, and it felt like there was a little padding or a layout error. These do not diminish these rules as they are very comprehensive - airborne troop reinforcements, armour, recoilless rifles, artillery, flame weapons and even how the U.S. troops behave in specific situations - one of the presumably accurate but still uncomfortable possibilities is when civilian deaths are allowed to contribute to the Kill Count.

The narrative sections feel a bit disjointed at times but they tend to related to specific sections of the rules, so they do also make sense to be where they are.

I think I would have liked the inclusion of some other units as a choice for the US player – South Korean, Australian or New Zealand forces, possible ARVN forces too, as well as some of the riverine forces. But these might be added online or in an expansion.

Apart from some slight quibbles, I think these are a great and innovative set of rules. I am not sure if later war periods would work as well due to the NVA starting to use conventional forces, but it feels this system could be translated into other conflicts, modern Iraq/Afghanistan or even aspects of WWII with partisan conflicts. If you have even the vaguest of interests in this period, I feel you should get this set of rules.

- Eoghan Kelly

simple "I go, you go", with only a few reaction moves like counter-charge, or evade, to interrupt each player's turn.

The game does require a lot of dice rolling. Mechanisms will seem familiar to Warhammer players, with a little variation in modifiers and gameplay. What is new from the standard move – shoot - charge sequence is the need to issue orders.

For shooting or combat, a roll to hit is made, for each figure, and a roll to save based on armour. Then a roll is made to wound. Wounds are tallied for units to assess a loser, who may be pushed back and trigger a leadership test. If your army loses three successive combats, you have to take a break test. "Run away!" Yikes.

The last five pages of the rules are dedicated to setting up battle scenar-

ios and include guidance on placing terrain and deployment.

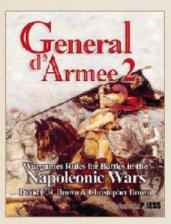
There are also rules for commanders. sub-commanders or heroes of various types, which play a significant role in the battle. They have special abilities around issuing orders and command influence, and can be captured. Commander's orders are used to activate units, or can cause exceptions or alterations to the base rule mechanisms, or adds or minuses to rolls. Commanders available differ for each army. For example: if you play British or Gallic tribes, you can have a druid who can invoke "pagan fury"! There is a page of optional special objective cards.

The game uses a complex points system for army creation, and army lists are provided for seven appropriate armies of Caesar's wars, namely: Caesarian Romans, Early Germanics, Gallic Tribes, Ancient Britons, Late Ptolemaic Egyptians, Late Pontic, and Numidians. Each has special unit types and commanders, many of which have their own unique, special rules or abilities.

As with any new rules set, the details necessitate a lot of page-flipping for special rules, making this seem like a complex game. Sure, there are a few rules to memorise, but that is to be expected with any game. Thankfully, there are the contents page and index I mentioned earlier to help out here.

If you like real historical feeling in a Warhammer-style big battle game, and want a specific focus on Caesar's wars, with some imaginatively varied army choices, this may be right up your skilfully engineered street.

- Jon Freeman



General D'Armee 2

By David CR Brown and Christopher Brown (Reisswitz Press, 2024) £28.00

Dice: D6
Initiative-based alternate turn

General D'Armee is a Divisional- to Corps-level Napoleonic game, with each unit representing a battalion of infantry, regiment of cavalry, or battery of guns. The rules are a revised version of the original rules published in 2017 and include all the feedback from players and playtesters over those years. The game is aimed at 15mm scale (or lower), but there are conversions throughout the book to adapt it to 28mm scale.

As before, the rules are well written and easily understood with examples. There is now an index, with the important pages being highlighted in bold. Casualties are either recorded on the force's roster sheet or by marking the unit with a small dice.

All the normal infantry troop types are represented, namely elite, veteran, line, and recruit; infantry skirmishers are attached to the battalion. Cavalry are graded as heavy, battle, campaign, and Cossack. Artillery is represented by the battery. All units are classified as small, standard, or large. The number of miniatures on each stand is irrelevant: even though casualties are recorded, figures are not removed. Any Napoleonic gamer with two armies to hand should be able to pick up and play these rules with no rebasing or unit reshuffling whatsoever.

The command and control aspects of the game are represented by ADCs (Aide De Camps). Each ADC can be sent by the commander to issue orders to the regiments. There are several tasks that can be given to ADCs, which can boost the movement or the firepower of a division, or influence (through scouting) which side gains the initiative in the following turn. This system is similar to *Pickett's Charge*, also by the author.

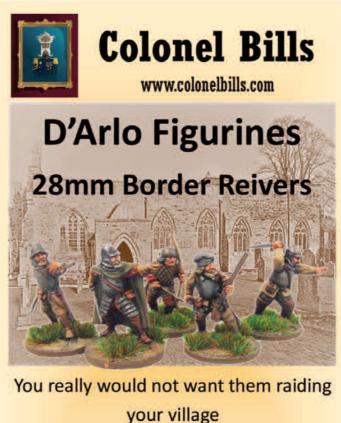
Players can try to issue orders to a brigade directly (a simple D6 roll of 3-6 to be successful, otherwise the unit is hesitant and cannot advance). Initiative is a simple 2D6 roll, with the winner getting to declare charge, move, and shoot first in the sequence of play. Melee is simultaneous. Both shooting and close combat are easy to navigate.

There is a point system in the back of the book, which is best used with historical brigade, division, and corps composition. This covers British, French, Prussian, Russian and Austrian armies, with notes on how those armies differed from the revolutionary period through to 1815.

Overall, this is a good set of rules. I liked the first set, so it is no surprise that the new edition is most welcome. While primarily for the Revolutionary and Napoleonic periods, I can see these rules being used for other settings with a little tweaking up until the introduction of rifled artillery. Recommended.

David Davies



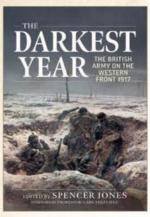


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BOOK REVIEWS

A roundup of recent books on wargaming, or of special interest to the wargamer.



The Darkest Year: The British Army on the Western Front 1917

Edited by Spencer Jones ISBN: 978-1804513859 (Helion & Company, 2023) - £35.00

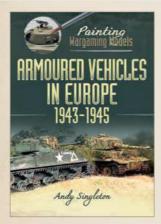
This recent book collates the work of several preeminent and up-and-coming historians, being the fourth in a five-volume series on the British Army in the Great War. As the title suggests, the focus of this volume is on 1917. **Included** are sixteen essays that range in focus from intelligence operations, tactical development, and the work of the Royal Engineers. These studies continue the valuable historiographical work being done by scholars over the last twenty years to overcome the still ingrained myth that the British Army on the Western Front was tactically inept, inflexible, and did not learn from its experiences. It is important to note that these essays assume that the reader has a basic understanding of the course of the conflict, so this cannot be recommended as an introductory book. However, with this in mind, this book is still readily accessible; the authors avoid straying into impenetrable academic jargon.

From a wargamers' perspective, the primary value within this collection of studies lies in how these challenge preconceived notions of the 1917 battles. While undeniably a bloody and challenging year, this book makes it clear that the British Army was keen to learn and adapt, setting the scene for its triumph during the Hundred Days campaign of 1918. Although this learning progression was not linear, what becomes apparent is that it was engaged in an ongoing effort to improve. For example, Andy Lock's comparison of the 8th British Division and the 2nd Australian Division during the advance to the Hindenburg Line serves both to challenge the idea that British and Anzac troops could not adapt to open warfare, while also demonstrating how quickly lessons could be absorbed by their commanders. Nor does the book shy away from examining the errors made by British commanders, such as in Henry Sanderson's analysis of the Third Battle of the Scarpe.

Several studies contained within this book would be particularly valuable for creating scenarios. These range from discussions of Corps level attacks, all the way down to trench raids performed by platoon-sized forces. Michael LoCicero's account of a German trench raid is an excellent example of this. His analysis provides plenty of inspiration for a wargame based on this action. Moreover, the book contains twenty-one maps, all of which are refreshingly clear, with the majority being in colour. These range from strategic overviews of the Western Front to trench maps, the latter of which would also be useful for scenario creation.

Although all the essays are of interest and have clearly been the result of vigorous study, one or two are less convincing than the rest. In particular, Tom Thorpe's work on "Military Group Cohesion in British Infantry Battalions During 1917" relies heavily on a limited range of oral histories and original letters. His arguments are weakened by his failure to engage with the limitations of his source material, particularly regarding the motives behind their creation. This, however, is perhaps an outlier in an otherwise excellent collection. Overall, this is excellent value for money. Highly recommended.

- David Hiscocks



Painting Wargaming Models: Armoured Vehicles in Europe 1943-45

By Andy Singleton ISBN: 978-1399051767 (Pen & Sword Military, 2024) - £18.99

Andy Singleton is damned good at what he does, and in this volume, he takes the reader by the hand

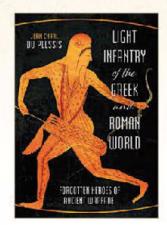
and walks them through just how it is that he makes the magic happen.

In what might best be described as simply one of the most useful all-round guides to painting model fighting vehicles, Singleton starts by talking readers through the key tools of this particular trade, including – a little to my surprise in a painting guide – a significant section on tools for *building* the kits: a really helpful little addition for anyone new to the hobby. Notably, by the time readers are partway through the 'tools' section, they will no doubt already have worked out that this book will be indispensable.

This is entirely down to a blend of two key ingredients: first, Singleton's *obvious* talent, and second, his enviably

easy tone. Personable and authoritative, the style of prose here manages to find that sweet spot of being helpfully informative without that ghastly feeling of dry, joyless condescension so often encountered in the more 'serious' world of scale modelling guides. This is functional advice for functional models, and exquisitely well judged.

Having talked next (rather inevitably) through primers, various types of paint and their various means of application, Singleton then gets to the important bit: how we can use them to make our own models brilliant. To do this, he takes a brutally simple approach: fully half of the book is divided into different chapters for British, American, Russian, and then German vehicles. So obvious on re-



Light infantry of the Greek and Roman World

By Jean Charl du Plessis ISBN: 978-1399081481 (Pen and Sword Books, 2024) - £25.00

Often overlooked by the historians and some wargamers troop types, the light infantry has a valuable role in the skirmish and pitched battles of the Ancient world. In this volume, Jean Charl has used his own experience testing the weapons, albeit replicas to get a fuller understanding their effectivenesson the battlefield.

The traditional view of ancient warfare in the Greek and Roman period tends to focus on the major battles and then by default on the core of the armies of the time, the hoplite or the legionary. This fails to take into account the campaigns which were

flection, but note the way in which he starts with the relentlessly ubiquitous olive drabness of British vehicles in the ETO in order to set out the basics before working through the later-war two-tone US patterns and the fluctuating variations in Soviet armour, before ending with a selection of the more colourful German patterns.

In each case, the painting section is preceded by a concise and illuminating three-page essay detailing the nations' differing approaches to painting doctrine, colour palettes, tonality, and official camouflage and insignia doctrine, alongside succinct explanations of why he has exemplified certain elements in certain ways. This is followed by the systematic painting guidance itself, subdivided into both how to

fought leading up to the battle or the manoeuvres for position which took place before the battle started. In these roles of raiding and scouting, light infantry excel.

The book explains and expands on some popular misconceptions about the effectiveness and use of light infantry. The author weighs in on the argument about most ancient campaigns boiling down to foraging, raiding, and pillaging of enemy and neutral territory.

The volume starts by defining what exactly light infantry were (there might be some surprises there), before going into further detail on each type and their weaponry and tactics. Even in the pitched battles, light infantry were indispensable for screening the army deployment. They also served in the role of chasing off the enemy light infantry who got too near and compiled scouting reports of enemy deployment.

There is a section on each type of light infantry by weapon type, and within that section, there are subsections for the different subtypes. It is also nice to see a section on the hybrid troops, such as the multi-role peltasts I had in my old WRG army back in the day.

achieve effects with brushes only, and how to get similar results using an airbrush. Singleton also details different approaches to using more advanced methods as appropriate, such as pin washes, filters, and panel lining. Pleasingly, the German chapter also has a subsection on making zimmerit using putty (including which models of vehicles were most likely to actually have it applied!). Each stage of painting or finishing is clearly illustrated with step-bystep photos of Singleton's models, too. Although I often found myself wishing the 'how-to' images were larger, each section is rounded-off by a modest gallery of larger examples.

In the second half of the book, readers are treated to a similarly systematic and well-illustrated guide to

There is a detailed section on these types and their effectiveness and roles they could and could not do.

The detailed sections are completed with a chapter on the elite light troops of the period, a comprehensive list of the better-trained and equipped examples of the battlefield. The book is completed by a chapter on experimental archaeology and a section devoted to the battle assessment of how each weapon and troop type performed and was used.

To conclude, this is a fascinating and interesting book. Written in an easyto-read style and packed with interesting snippets and facts that most people will not have considered. A photo section complements the book and is very concise and detailed, showing the replica weapons and their uses. I enjoyed reading this book. It got me back into ancients and made me dig out my Imperial Roman Army, almost longing for the WRG days. I realise wargaming has moved on, but there is still a place for WRG, or is there? That is a discussion for another article. Any Ancient wargamers should have this book on their bookshelf, for a reading volume and reference material. A very good book. Recommended.

- Ian Beal

using transfers (or decals), applying weathering (including how to make tracks look good!), adding convincing stowage and adding supplementary camouflage such as netting, foliage, and winter whitewash; again, using a variety of different methods.

Honestly, when your *only* criticism of a hobby guide is 'I wish these pics were a little bigger,' you know you are onto a Good Thing. For me – as an experienced World War 2 hobbyist – discovering this book is like receiving manna from heaven: I would say it has instantly become an indispensable part of my reference collection. It is fundamentally useful, in the way that *Terrain Essentials* by Mel Bose and Dave Taylor is – and that is praise, indeed.

- Chris King

PARTING SHOTS

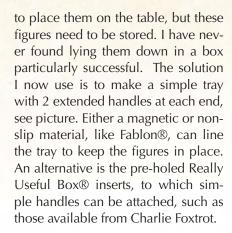
The last hurrah - with tips, tricks and laughs for every wargamer

PIKES AND SPIKES

Whether it is the English Civil War, Continental medieval armies, or Macedonian armies, they all share a passion for pikes, and pikes mean spikes. Storing these figures can be a real pain, literally sometimes. If the pikes are level, angled, or upright, they can easily be broken when getting them out or putting them back into storage. This is particularly true if they are kept in boxes.

The problem is, as you get the figures in or out of the box, it is easy to push down on other pike armed troops and snap; you now have broken weapons.

If they were not in the box, it would be much easier



I store mine in a 9 litre Really Useful Box®, and when using these figures, I can lift out the tray and the figures can be more easily removed and fewer pikes get damaged. Also putting them back on the tray is again easier. Yes, before you say it, I know there are some figures to finish. Well, who has not some to finish, let's be honest.

- Laurence Taylor

SPACE-SAVING SKIRMISHERS

One of the issues we wargamers face is space, in particular not having enough of it. So, anything that can help store more figures in a box is a plus for me.



The problem is particularly noticeable when putting skirmishers away. My skirmishers, for several rules I play, are on bases twice that of the heavier troops, be they infantry or cavalry. This means that when having to store these troops, they can take up proportionally a significantly larger space in my boxes.

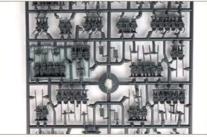
The solution I have used to obliviate this is to mount my skirmishers on the same size base as the heavier troops. I have made up several bases, of the same size, with no figures on them. These are textured so they can be used with my two main basing styles. When playing a game, the "empty" base sits beside the base with the figures on and a full-size skirmish base now exists. These figureless bases can be packed either separately or along the edges of the storage boxes. This allows double the number of skirmishers to be stored than before. The only problem is I should have thought of this earlier.

Laurence Taylor

Do you have modeling tips or wargaming ideas you'd like to see featured in Parting Shots? Send them to: editor@wssmagazine.com

AVOIDING BREAKAGES

Recently, there have been comments from various people online that they have problems removing parts from sprues without damaging the components they are removing. They try and snip off the delicate part but end up breaking it instead. There is a simple solution to this: just make sure the part you are cutting is supported. The best way to do this is by using our old friend Blu Tack (or a similar modelling putty). Flatten the Blu Tack and then let the part you want to cut rest on it.



Using Blu Tack to protect models while cutting.

The putty will support the part and make cutting easier. It also helps if you have a fresh blade in your cutting knife, as a dull blade is likely to cause the part to break unevenly.

— Robert Lister

Dicing With Dai









by Steve Beckett

BOX SETS OF 25 PLASTIC MULTI-PART FIGURES



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NEW RELEASES



280137 Chinese Type 63 / YW531C APC

The Chinese Type 63 is an amphibious armoured personnel carrier (APC) known for its distinct appearance, fully amphibious capability, and moderate armour protection. It features a sloped front hull, spacious toop compartment, and is armed with a Type 54 7.62mm machine gun. With its water jet propulsion system, it can navigate aquatic environments. The APC accommodates a crew of two and can transport up to 12 troops. It serves as a versatile base platform for various specialized variants, making it popular among export countries for its reliability and cost-effectiveness. The export variant is known as YW531C.



280139 British QF 6-pdr Gun with Crew

The British 6-pounder Gun was a lightweight and versatile anti-tank weapon used during WW2. With a caliber of 57mm, it fired 6-pound armour-piercing projectiles and had good armour penetration capabilities. It was mobile and easily deployed, typically operated by a crew of six to eight personnel. Widely used by British and Commonwealth forces, it played a significant role in various theatres of the war. Its reliability and effectiveness contributed to its impact on armoured warfare during the early stages of the conflict. This kit comes with 3 British gun crew and can be built as a British Mk II / Mk IV gun or a US 57mm M1 gun... a total of 4 possible variants.



280140 M24 Chaffee Light Tank

The M24 Chaffee was a lightweight and highly mobile tank used by the US during World War II, the Korean War, First Indochina War, and the Vietnam War. Weighing 18 tons, it featured a fully rotating turret and a 75mm main gun. With excellent speed and manoeuverability, it was primarily employed for reconnaissance missions and infantry support. Its thin armour provided protection against small arms fire, and it had a crew of five. This kit covers all four variants for the American, British, French, and South Vietnam. Comes with both steel and rubber tracks and 4 tank commanders from 4 nations.



280141 M48A3 Patton / M67A1 Zippo

The M48A3 Patton tank was a heavily armoured main battle tank used by the US and other countries during the Cold War. Weighing approximately 50 tons, it featured a rotating turret, a powerful 90mm main gun, and strong frontal and turret armour. With good mobility and firepower, it played a significant role in conflicts like the Vietnam War. The tank's service and upgrades showcased its combat effectiveness, leaving a lasting impact on tank design and military strategy during that era. This kit can also be built as a M67A2 "Zippo" flame thrower tank. It also comes with optional searchlight, spare tracks, canvas cover for mantlet & searchlight; plus crew in Nam-era uniform.



281005 Vietnam War ARVN Infantrymen

The Army of the Republic of Vietnam (ARVN) was the main military force of South Vietnam during the Vietnam War. Trained and equipped with support from the US, the ARVN fought alongside American forces against the Vietnamese Army. While it exhibited bravery, the ARVN faced challenges such as corruption, poor leadership, low morale, and infiltration. Ultimately, it could not withstand the North Vietnamese offensive, leading to the fall of South Vietnam and the collapse of the ARVN. This kit can built 30 plastic figures with 39 possible poses. Weapons include M1 carbine, Garand, M16, M3 grease gun, Thompson M72 and M79 grenade launcher.



281006 Vietnam War ANZAC Infantrymen

The Australian and New Zealand Army Corps (ANZAC) made significant contributions as part of the allied forces during the Vietnam War. Deployed primarily in the Phuoc Tuy Province of South Vietnam, the ANZAC troops engaged in various combat operations, demonstrating professionalism, adaptability, and courage. They faced challenges including harsh jungle conditions, guerrilla warfare tactics, and casualties. This kit can built 30 plastic multi-pose figures with weapons including M79 grenade launcher, M72 LAW, M60, L1A1 SLR, and M16. Accessories include bush hat, sweat rag, various pouches, canteens, bum packs, and jungle machete.

25mm Round Lip Base (pack of 25)

28mm Round Lip Base (pack of 25)

32mm Round Lip Base (pack of 20)

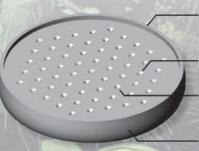
40mm Round Lip Base (pack of 10)

50mm Round Lip Base (pack of 10)

60mm Round Lip Base (pack of 5)

Round Lip Bases

by Rubicon Models



A raised rim around the edge of the base helps contain the basing materials and gives the finished base a more defined, professional appearance.

A dimpled or textured surface on the base provides better adhesion for the basing materials.

The holes incorporated into the base can act as pivot points for drilling, as well as secure anchor points to position and pin the miniature.

The ergonomic shape of the base provides a secure, comfortable grip when moving the miniature



801001

801006

801004

801005

801007

801003

801002

25mm x 50mm Elliptical Base (pack of 10)

These 0.8mm holes on the under-side of the base align with dimpled indents on the top side, allowing 0.8mm

pins or magnets to be used

to securely mount and position

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